

# PRIMA'S OFFICIAL STRATEGY GUIDE

ALL YOU NEED  
TO KNOW!

# The SIMS™



Mark Cohen

[primagames.com](http://primagames.com)®

EA  
GAMES™

MAXIS

Maxis™ is an Electronic Arts™ Brand

Based on a  
game rated "T"  
by the ESRB



**ALL YOU NEED  
TO KNOW!**



# The SIMS™

PRIMA'S OFFICIAL STRATEGY GUIDE

MARK COHEN



Prima Games  
A Division of Prima Communications, Inc.  
3000 Lava Ridge Court  
Roseville, CA 95661  
(916) 787-7000  
[www.primagames.com](http://www.primagames.com)





The Prima Games logo is a registered trademark of Prima Communications, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Prima Communications, Inc. in the United States.

© 2001 by PrimaGames. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing.

Senior Product Manager: Jennifer Crouteau

Senior Project Editor: Christy L. Curtis

Project Editor: Michelle Trujillo

© 2001 Electronic Arts Inc. The Sims, SimCity, Maxis, the Maxis logo, Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the US and/or other countries. All rights reserved. EA GAMES™ is an Electronic Arts™ brand.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 7615-3714-7

Library of Congress Catalog Card Number: 2001093203

Printed in the United States of America

## Acknowledgments

Playing *The Sims* for hours tends to blur the line between reality and fantasy, but fortunately I had the assistance of the Prima publishing team to keep me on track. A special thank you to Jennifer Crotteau, Christy Curtis, and Michelle Trujillo. To Asha Johnson, thank you for your timely copy editing assistance.

Prima thanks everyone at Maxis for their assistance.





# Contents

## Introduction: How to Use this Book . . . . .5

Introduction . . . . .6

## Chapter 1: What's Your Sim Sign? . . . . .8

Introduction . . . . .9

It's in the Stars . . . . .9

Personality Traits . . . . .9

Neat . . . . .9

Outgoing . . . . .10

Active . . . . .11

Playful . . . . .12

Nice . . . . .13

Personality Tables . . . . .13

## Chapter 2: Motives—I Want, I Need;

Therefore, I Am a Sim! . . . . .14

Introduction . . . . .15

What Is a Motive? . . . . .15

Mood Rating . . . . .15

The Motives . . . . .16

Hunger . . . . .16

Comfort . . . . .16

Hygiene . . . . .17

Bladder . . . . .17

Energy . . . . .18

Fun . . . . .18

Social . . . . .19

Room . . . . .22

Object Advertising Values . . . . .24

## Chapter 3: Interacting with Other Sims . . . . .31

Introduction . . . . .32

Relationship Scores . . . . .32

Social Interactions . . . . .32

Good Old Conversation . . . . .32

Physical Contact . . . . .35

## Chapter 4: 9 to 5—Climbing the Career Ladder . .37

Introduction . . . . .38

Your First Job . . . . .38

Developing Your Skills . . . . .39

Sim Career Tracks . . . . .40

The Daily Grind . . . . .46

Get Plenty of Sleep . . . . .46

Set Your Alarm Clock . . . . .46

Eat a Hearty Breakfast . . . . .46

Make Friends and Influence Your Boss . .47

Take an Occasional Day Off to Recharge .47

Major Decisions . . . . .47

Business . . . . .47

Entertainment . . . . .47

Law Enforcement . . . . .47

Life of Crime . . . . .47

Medicine . . . . .48

Military . . . . .48

Politics . . . . .48

Pro Athlete . . . . .48

Science . . . . .48

Xtreme . . . . .48

On the Job with *The Sims* . . . . .49

Introduction . . . . .49

Politics . . . . .49

Life of Crime . . . . .52

Science . . . . .55

Military . . . . .58

Entertainment . . . . .60

## Chapter 5: Building a House . . . . .63

Introduction . . . . .64

Design Considerations . . . . .64

Terrain Tools . . . . .65

Wall and Fence Tools . . . . .65

Wall Tool . . . . .66

Door and Window Tools . . . . .67

Door Tool . . . . .67

Window Tool . . . . .67

Floor Tool . . . . .68

Flooring Types . . . . .69

Wallpaper Tool . . . . .69

Wallpaper Types . . . . .69

Stair Tool . . . . .69

Roof Tool . . . . .70

Water Tools . . . . .70

Fireplace Tool . . . . .71





# Prima's Official Strategy Guide

Plant Tool .....	71
Plant Types .....	71
Special Editing Tools .....	71
<b>Chapter 6: Material Sims .....</b>	<b>73</b>
Introduction .....	74
Buying for Needs, Instead of Needing to Buy .....	74
Sims Can Be Hard to Please .....	75
Your Diminishing Net Worth .....	76
<i>The Sims</i> Buying Guide .....	82
Seating .....	82
Surfaces .....	88
Decorative .....	91
Electronics .....	95
Televisions .....	96
Appliances .....	99
Plumbing .....	102
Lighting .....	104
Miscellaneous .....	107
<b>Chapter 7: All in the Family .....</b>	<b>111</b>
Introduction .....	112
You Can Make It Alone .....	112
The Single Sim's Career .....	112
Designing a Bachelor Pad .....	112
Leaving the Single Life .....	113
Married, with Children .....	114
Conception .....	114
Building and Maintaining Healthy Relationships .....	116
Talk Is Cheap .....	116
Finding Time to Socialize .....	116
Positive Social Events .....	116
Stockpiling Potential Friends .....	117
Visitors Coming and Going .....	118
Guest Activities .....	118
Social Interactions .....	119

<b>Chapter 8: A Day in the Life .....</b>	<b>120</b>
Introduction .....	121
<i>As the Sim Turns</i> .....	121
Life with the Pleasants .....	125
Pity the Poor Bachelor .....	127
Kids Are People, Too .....	128
Skillful Sims .....	129
<i>As the Sim Turns: Part Two</i> .....	130
Sims in the Kitchen .....	132
<b>Chapter 9: Survival Tips .....</b>	<b>134</b>
Introduction .....	135
Hunger .....	135
Maximize Food Quality and Preparation Time .....	135
Make Breakfast the Night Before .....	136
Comfort .....	137
When You Gotta Go, Go in Style .....	137
Hygiene .....	137
Your Mother Was Right .....	137
Flush Your Troubles Away .....	138
Bladder .....	138
Energy .....	138
Getting Enough Sleep with Baby .....	138
Kids Make Great Babysitters .....	138
Fun .....	139
Finding the Right Activity for Your Sim ..	139
When in Doubt, Entertain Someone .....	139
Social .....	140
Room .....	140
Cheats .....	141
<b>Chapter 10: Extending Your World .....</b>	<b>142</b>
Introduction .....	143
Downloads .....	143
Art Studio! .....	143
Sims File Cop .....	144
Facelift .....	144
HomeCrafter .....	145
SimShow .....	145
<b>Index .....</b>	<b>146</b>

A black and white illustration of a man and a woman in formal attire. The woman is wearing a white dress with a black collar and the man is wearing a black suit. They are embracing and looking at each other.

# INTRODUCTION: HOW TO USE THIS BOOK



## Introduction

Trying to distill the essence of *The Sims* into a strategy guide is in many ways an impossible task. Unlike traditional computer games that have a beginning, a middle, and an end, *The Sims* only has a middle. Once you get used to your characters and their world, the game settles into a never-ending adventure that is limited only by your imagination, or your capacity for the absurd, whichever comes first. The faster you start fiddling with your Sims' lives—for better or for worse—the sooner you'll experience the wonder of this game, so without further ado, here's what to expect in the following pages.

Chapter 1, "What's Your Sim Sign?," explains how a Sim thinks, acts, and reacts in various situations. At the beginning of the game, you can mold your Sims' basic personalities, and we tell you how these traits will affect their lives.

Chapter 2, "Motives—I Want, I Need; Therefore, I Am a Sim!," explains the eight primal urges that drive all Sims. We cover each one in detail, and then blend the information with the previous chapter, so that you begin to understand how a Sim's actions can be manipulated by you, and by other Sims.

Sims are very social creatures, and this can be a blessing or a curse. Chapter 3, "Interacting with Other Sims," shows you how and why a Sim interacts with others, and explains the benefits and pitfalls that accompany friendships, love relationships, marriage, and children.

Chapter 4, "9 to 5—Climbing the Career Ladder," looks at the working life of a Sim. You have myriad career choices and opportunities for advancement, and we provide you with the tools to get the job and promotions that will make your Sim financially successful.

We also include pictorial diaries for 5 of the 10 *The Sims* careers, highlighting each promotion and providing a sampling of random events. We selected these careers because they require development of all six career skills: Cooking, Mechanical, Body, Charisma, Creativity, and Logic.

Chapter 5, "Building a House," has building tutorials that take you through every step of the construction process, from putting up the framing to slapping on the final coat of paint. Our topics include walls, windows, doors, wall coverings, stairways and second stories, pools, and landscaping.

A Sim home is empty until you fill it with lots of stuff. Chapter 6, "Material Sims," provides facts and statistics on every single object you can buy, more than 150 items in all. In addition to data and descriptions, we use detailed lists and tables to show how items relate to each other, and how some objects can even alter the effectiveness of other objects.





## INTRODUCTION: HOW TO USE THIS BOOK

Now, it's time to put everything you know into action. We devote chapter 7, "All in the Family," and to describing the common and not-so-common events in a Sim's life. Get ready for a wild ride as we give you insights on single life, relationships, having children, making friends, dealing with disasters, and even dying. You didn't think Sims lived forever did you?

Chapter 8, "A Day in the Life," follows a few of our families as they handle the ups and downs of Sim life. Check it out to see examples of our Sims in interesting situations.

Chapter 9, "Sim Survival Tips," is a quick-reference guide for times of crisis. Simply turn to the appropriate Motive and save your Sim's life with one of our game-tested tips. Or, if you're feeling devious, check out our cheats to satisfy your Sim's needs.

We finish up with chapter 10, "Extending Your World." Find suggestions for extending your Sim environment with special utilities and third party creations. You won't believe how many people are hooked on this game, and you'll be amazed at the thousands of new skins, heads, objects, homes, and wallpapers available to you...absolutely free on dozens of *Sim* websites.







# CHAPTER 1: WHAT'S YOUR SIM SIGN?





## Introduction

When you are charged with the solemn task of creating a Sim from scratch, you have 25 points to distribute over five traits: Neat, Outgoing, Active, Playful, and Nice. Whether we admit it or not, all of us have an inherent wish to be perfectly balanced people (or Sims). Of course, you can take the easy way out and award five points in every category, creating a generic Sim. You'll spend less time managing a middle-of-the-road Sim because in most situations, he or she will do the right thing. If you'd rather play it safe, skip this chapter and move right to "Motives: I Want...I Need...Therefore, I Am a Sim". If not, read on as we describe the subtle (and sometimes dramatic) outcomes that your personality ratings will inspire.

## It's in the Stars

As you play with the personality bars, you'll note the changing zodiac sign that appears on the screen. Of course, a serious astrologer would argue that a true personality profile is based on much more than five traits. However, if you have a basic understanding of newspaper horoscopes, you'll be able to recognize yourself, or someone close to you, as you create a Sim personality. In the next section we'll look at each trait and examine the potential effects of your ratings in various game situations. But first, let's take a look at basic interpersonal compatibility as seen through the eyes of the zodiac. The following table gives you the best and worst matchups for friends and lovers. This doesn't necessarily imply that any other Relationship outside of the table is doomed; it is merely an indication of how hard you'll have to work on it.

**Sims Zodiac Compatibility Table**

SIGN	ATTRACTED TO	REPELLED BY
Aries	Gemini/Taurus	Cancer/Libra
Taurus	Aries/Libra	Virgo/Cancer
Gemini	Pisces/Virgo	Capricorn/Aries
Cancer	Taurus/Scorpio	Gemini/Aries
Virgo	Aquarius/Sagittarius	Leo/Taurus
Libra	Virgo/Cancer	Pisces/Scorpio
Scorpio	Pisces/Leo	Libra/Aquarius
Sagittarius	Pisces/Capricorn	Libra/Scorpio
Leo	Sagittarius/Cancer	Capricorn/Gemini
Capricorn	Aquarius/Taurus	Leo/Gemini
Aquarius	Capricorn/Sagittarius	Scorpio/Virgo
Pisces	Scorpio/Gemini	Leo/Aries

## Personality Traits

The following sections review what you can expect from each type of Sim, with examples of how different personality traits will manifest during the game. For our purposes, we'll divide the ratings bar into three sections: Low (1–3), Average (4–7), and High (8–10). These numbers correspond to the number of light blue bars to the right of each trait.

### Neat

#### Low

Don't expect these Sims to pick up their dirty dishes, wash their hands after using the bathroom, or take timely showers. They are perfectly content to let others clean up their messes.



Fig. 1-1. The kitchen floor is a perfect place for this messy Sim's snack leavings.



Fig. 1-3. This fastidious Sim goes straight to the bathtub after a hard day's work.

## Medium

At least these Sims keep themselves relatively clean, and you can depend on them to clean up their own messes. Occasionally they'll even clean up another Sim's garbage, but you might have to intervene if you have several cleanup items that need attention.



Fig. 1-2. After slopping water all over the bathroom during his shower, this moderately neat Sim mops up his mess before leaving the room.

## High

A super-neat Sim always checks the vicinity for dirty dishes and old newspapers, and of course, personal hygiene is a big priority. One of these Sims can compensate for one or two slob in a household.

## Outgoing

### Low

Shy, reserved, Sims have less pressing needs for Social interaction, so it will be more difficult to pursue friendships with other Sims, although they can still carry on stimulating conversations. Within their own home, a shy Sim may be less interested in receiving hugs, kisses, and back rubs, so if you are looking for romance, it would be a good idea to find a compatible target (see zodiac chart on p. 2).



Fig. 1-4. This Sim cringes at the thought of a back rub—poor guy.



# CHAPTER 1: WHAT'S YOUR SIM SIGN?

## Medium

It will be a little easier to get this Sim to mix with strangers and enjoy a little intimacy from his housemates. Don't expect a party animal, but you'll be able to entice your guests into most activities.



Fig. 1-5. Come on everyone, let's hit the pool!

## High

This Sim needs plenty of Social stimulation to prevent his or her Social score from plummeting. You'll have no trouble throwing parties or breaking the ice with just about any personality type.



Fig. 1-6. This outgoing Sim is still unconscious from last night's pool party, and she has inspired the close friendship of another man. Hmm.

## Active

### Low

Forget about pumping iron or swimming 100 laps at 5:00 a.m. These Sims prefer a soft easy chair to a hard workout. A sofa and a good TV are high on their priority list. In fact, if they don't get their daily ration of vegging, their Comfort scores will suffer.



Fig. 1-7. This Sim says "No way!" to a session on the exercise bench.

### Medium

These Sims strike a good balance between relaxing and breaking a sweat. They dance, swim, and even shoot hoops without expressing discomfort.



Fig. 1-8. His Active rating is only a four, but that doesn't stop this Sim from shooting hoops in his jammies.

## High

Active Sims like to pick up the pace rather than fall asleep on the sofa in front of the TV. Get these Sims a pool, basketball hoop, or exercise bench, and plan on dancing the night away with friends.



Fig. 1-9. Even in her business suit, this active Sim will gladly leave Mortimer on the sofa and pump some iron in the backyard.

## Playful

### Low

Get these Sims a bookcase, a comfortable chair, and plenty of books. If reading isn't an option, looking at a painting or playing a game of chess will do just fine.



Fig. 1-10. There's always time to watch the fish, for this less-than-playful Sim.

## Medium

These well-rounded Sims are usually receptive to a good joke and don't mind a little tickling. They may not be the first ones on the dance floor, but they'll join in with a good crowd.



Fig. 1-11. This Sim is Playful enough to dance, even though she is overdue for a shower.

## High

Can you spell P-A-R-T-Y? These Sims love to have a few drinks, dance to good music, and invite lots of guests over to the house. They love telling jokes, and they are usually ready to laugh at others' stories.



Fig. 1-12. This Playful kid would get the Maid in the pool for a game of chicken, if only she would respond.





# CHAPTER 1: WHAT'S YOUR SIM SIGN?

## Nice

### Low

There is nothing redeeming about a grouchy Sim. They are always ready to tease or insult their friends, and they love to brag. A Sim with a low Nice rating should be dropped from your guest list immediately, or asked to leave if he or she shows up.



Fig. 1-13. Usually a compliment elicits a nice response, but not so with sourpuss.

### Medium

This Sim keeps an even keel about most things. Of all the traits, Nice is the least destructive if you award at least four points. Only the nastiest Sims can get under a medium-Nice Sim's skin.



Fig. 1-14. This Sim has time for a good tickle, even while mopping up the bathroom.

### High

These Sims just want to make the world a better place for everyone. If there was a Sim beauty contest, the winner would be extremely "Nice."



Fig. 1-15. Even after spending the night on the kitchen floor, this Sim still knows how to compliment her mate.

## Personality Tables

The following tables demonstrate how personality traits affect Fun scores and Skill development.

### Traits that Raise Max Fun Value

PERSONALITY TRAIT	RAISES MAX FUN SCORE FOR
Playful	Aquarium, Chess Table, Computer, Doll House, Flamingo, Pinball, TV (Cartoon Channel), VR Glasses
Serious (Low Playful)	Newspaper (Read)
Active	Basketball Hoop, Play Structure, TV (Action Channel)
Outgoing	Hot Tub, TV (Romance Channel)
Grouchy (Low Nice)	TV (Horror Channel)

### Skills Accelerated by Personality

SKILL	OBJECTS USED TO INCREASE SKILL	TRAIT ACCELERATOR
Creativity	Easel, Piano	Playful
Body	Exercise Machine, Swimming Pool	Active
Charisma	Medicine Cabinet, Mirrors	Outgoing

(CHAPTER 2:  
MOTIVES—I WANT, I NEED;  
THEREFORE, I AM A SIM!





## CHAPTER 2: MOTIVES—I WANT, I NEED; THEREFORE, I AM A SIM!

### Introduction

When you consider how many needs, traits, and desires make up a Sim's personality, it would be an injustice to call it AI. Never before has a computer-generated character interacted so completely with both the game and the gamer while maintaining a unique (and ever-changing) personality. Is it any wonder that *The Sims* has topped the PC sales chart for nearly two years running?

In the previous chapter we discussed a Sim's personality traits. It painted a broad picture of the various types of Sims you might encounter in the game, much the same as a newspaper horoscope tells a superficial story of a person's life. In this chapter, we advance from broad-brush personality traits to the eight powerful Motives that drive a Sim's every action. We cover each Motive in detail, but first, let's begin with a few basic definitions.

### What Is a Motive?

A Motive is, very simply, a need. Your Sims follow these needs, based on their own instincts and a little help from you. If you activate Free Will in the Options menu, your Sims will also make their own decisions, based on changing needs. After selecting a Motive to fulfill, be it Hunger or Hygiene, the Sim is "rewarded" with Motive points. These points raise the corresponding Motive score.

The eight Motive scores are displayed on the right side of the control panel. A Motive rating is considered positive if the bar is green, and negative if it is red. Internally, the game uses a 200-point system, with positive (green) ratings between 0 and 100, and negative (red) ratings from 0 to -100.

### TIP

When any of the Sims' eight Motives drop below a certain level, a Sim will cease an activity that doesn't improve the Motive in distress. So, you'll see low-priority items drop out of the activity queue, or your Sim will add an activity that addresses the critical need.

### CAUTION

*Without Free Will, your Sims depend entirely on your input to keep them alive. If you don't tell them to eat, they will starve, and eventually die.*

### Mood Rating

The game control panel also displays a Mood Rating, just to the right of the Sim character icons. If the rating is positive, you see up to five green bars displayed above the comedy/tragedy masks. When the Mood Rating is negative, it displays up to five red bars below the masks.

In calculating the Mood Rating, each of the eight Motives is weighted, based on how critical it is to sustaining a Sim's life. Hence, Hunger, Bladder, and Energy, which are all related to a Sim's physical well-being, carry more weight than the noncritical Motives such as Social, Fun, or Room. So, if a Sim is hungry and tired, as pictured in figure 2-1, the overall Mood Rating will be relatively low, even if several other Motives are high.



Fig. 2-1. This Sim kid's overall Mood Rating is barely positive, due to the fact that he is starving and low on Energy.



## The Motives

In the following sections we describe the eight Motives, using several tables to show you how and why a Sim reacts to different objects in the environment. By recognizing the relationships between Motives and objects, you'll begin to understand how a Sim considers a perpetual barrage of options. Once you do this, the only remaining question is, "Who is really in charge here, you or the Sim?"

### NOTE

*Aside from the overall Motive weighting system, each Sim suffers different rates of Motive depreciation based on personality traits. For example, a Playful Sim must have more "rewards" to maintain the Fun Motive bar. Similarly, an Outgoing Sim requires more interaction with other Sims to maintain the Social score.*

## Hunger

For obvious reasons, a Sim cannot survive for very long without food. We'll cover the details of food preparation in a later chapter, but for now let's focus on the basics. As long as you have a refrigerator, a Sim can enjoy a Snack, Quick Meal, Full Meal, or Group Meal (same as a Full Meal, except one of the Sims prepares several servings). In addition to preparing food, a Sim with a telephone can order out for Pizza, or enjoy food that was brought as a gift (Candy Box or Fruitcake). The Hunger Motive bar points awarded with each meal are outlined in the following table.



Fig. 2-2. This Sim family enjoys a meal together. Mom's Hunger bar is in the worst shape, so she has a second meal plate at the ready.

### Hunger Score for Each Meal, Snack, or Gift

MEAL TYPE	HUNGER MOTIVE BAR POINTS
Snack	9
Quick Meal	16
Full Meal	16
Group Meal (per serving)	16
Pizza (per serving)	33
Candy Box (gift)	3 (per serving, 12 servings per box)
Fruitcake (gift)	7 (per slice, 6 slices per box)

## Comfort

The next category listed in the Needs section of the control panel is considerably less important than Hunger. Sims like to be comfortable, and they love cushy chairs, oversized sofas, and supportive beds. Spending more money on these objects translates into greater Motive rewards. However, if your budget is tight, you must still furnish the house with basic furniture or your Sims will express their discomfort.



## CHAPTER 2: MOTIVES—I WANT, I NEED; THEREFORE, I AM A SIM!



Fig. 2-3. With only a cheap chair and loveseat, this Sim's Comfort score is mired in the red.

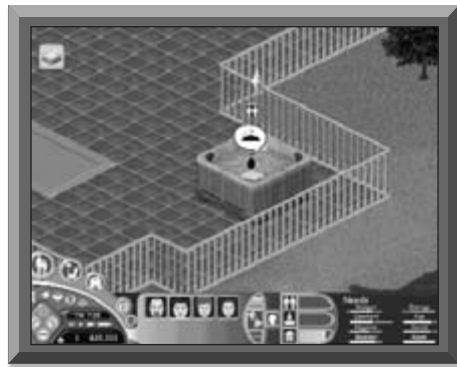


Fig. 2-4. Three out of four Motive scores are on the way up while this couple enjoys a hot tub soak.

Hunger, Bladder, Energy, and Comfort are the most demanding of Motives, because if any one score drops below a certain level, the Sim will immediately exit his or her current activity to remedy the deficit. The following table lists the exit triggers for each category.

### Mandatory Exit Factors

MOTIVE	SIM TYPE	EXITS CURRENT INTERACTION WHEN MOTIVE DROPS BELOW
Bladder	Resident	-85
Bladder	Visitor	-80
Comfort	Resident	-90
Comfort	Visitor	-60
Energy	Resident	-80
Energy	Visitor	-70
Hunger	Resident	-80
Hunger	Visitor	-40

## Hygiene

Bad Hygiene will never kill a Sim, although it may seriously gross out others in the immediate vicinity. Solving this problem is easy—have your Sims wash their hands or take a shower. You can also combine Hygiene with other Motives. Taking a bath boosts the Hygiene and Comfort scores, while a soak in the hot tub (with friends) rewards the Hygiene, Comfort, Social, and Fun Motive bars.

## Bladder

If you can't satisfy the Bladder urge, you'll be cleaning up puddles on the floor. Just make sure you find a bathroom before the Motive bar turns full red. A Sloppy Sim creates an additional risk by not regularly flushing the toilet. If you don't issue timely reminders, the toilet could get clogged, causing a major mess.

### TIP

Pay special attention to the Bladder bar when your Sim spends time at the Beverage Bar or drinks a lot of coffee.

### CAUTION

The Hygiene score takes a nose dive if a Sim can't get to the bathroom in time and pees on the floor.







Fig. 2-5. This Sim's Bladder is not quite full, but unless his guest vacates the bathroom soon, he could be in trouble.

## Energy

We're talking sleep, pure and simple. Ideally, a good night's sleep should turn the bar completely green. This will happen at varying rates, depending upon the quality of the mattress, so you can get by on less sleep if you splurge for an expensive bed. If your Sim can't get to the bedroom or a couch before the Energy bar turns completely red, the floor becomes your only option. If this happens, wake your Sim and find the closest bed. A night on the hard floor will degrade your Sim's Comfort level to zero, while only restoring partial energy.

If your Sim stays up too late playing computer games, a shot of espresso provides a temporary Energy boost, although it will also fill the Bladder at an increased rate. Espresso has a powerful effect, but it takes longer to consume, which could be a problem if the car pool driver is honking.



Fig. 2-6. It never hurts to send your kids to bed early, because if they are tired in the morning, a coffee jolt is not an option.

## Fun

Sims like to cut loose from the daily grind and have Fun, but depending upon their personalities, they prefer different activities. For example, a Playful Sim leans toward computer games, pinball machines, and train sets; while a more Serious Sim would rather sit down to a quiet game of chess or spend a few minutes gazing at a painting.



Fig. 2-7. These two Sims enjoy a game of pool after work.

Kids need to have more Fun than adults, and the effects of a single play session deteriorate faster for kids than for their older counterparts. Hence, it is a good idea to fill the house with plenty of juvenile diversions if you have children.

There are four different types of Fun activities: Extended, One-Time, Timed, and Endless. The following lists and tables provide additional information, including exit factors, for these pursuits.

### Extended Fun Activities

Sims exit the following extended activities after reaching the maximum Fun score for their personality types. Hence, a Playful, Active Sim will stay on the basketball court longer than a Serious Sim.



## CHAPTER 2: MOTIVES—I WANT, I NEED; THEREFORE, I AM A SIM!

- Basketball Hoop
- Bookshelf (reading)
- Dollhouse
- Computer (playing games)
- Pinball Machine
- Play Structure
- Stereo
- Toy Box
- Train Set
- TV
- VR Glasses

### One-Time Fun Activities

The following activities raise a Sim's Fun score once with each interaction. It may take several interactions with the same activity for a Sim to reach the maximum Fun level.

OBJECT	ACTION
Aquarium	Feed or watch fish
Baby	Play
Diving Board	Dive into the pool
Espresso Machine	Drink espresso
Fountain	View
Lava Lamp	View
Painting	View
Sculpture	View

### Timed (Pre-set) Fun Activities

As with the one-time activities listed above, a Sim may need to repeat the following activities to achieve maximum Fun points.

- Chess Set
- Pool Table

### Endless Fun

- **Hot Tub:** A Sim will stay in the tub until Fun, Comfort, Social, and Hygiene numbers reach maximum levels.
- **Swimming Pool:** A Sim will keep doing laps until another Motive takes effect, or until you assign him or her to another activity.

### Social

Sims crave other Sims, especially if they are Outgoing. Although they won't die without socializing, it is a good idea to devote a portion of each day to a group activity, even if it is a simple hot tub session with your Sim's mate, or a family meal.



Fig. 2-8. A casual conversation during breakfast raises this Sim's Social score.

The following table summarizes all of the possible Social interactions between adults and children. We take this one step further in the next chapter, "Interacting with Other Sims," where we examine Relationships.



## Adult-Child Interactions

ACTION	ADULT TO ADULT	(CHILD TO CHILD)	ADULT TO (CHILD)	(CHILD TO ADULT)
Apologize	X	—	—	—
Attack	X	X	—	—
Brag	X	X	X	X
Call Here	X	X	X	X
Cheer Up	X	X	X	X
Compliment	X	—	—	—
Dance	X	—	—	—
Entertain	X	X	X	X
Flirt	X	—	—	—
Give Back Rub	X	—	—	—
Give Gift	X	X	X	X
Hug	X	X	X	X
Insult	X	X	X	X
Joke	X	X	X	X
Kiss	X	—	—	—
Say Goodbye	X	X	X	—
Scare	X	X	X	X
Slap	X	—	—	—
Tag	—	X	—	—
Talk	X	X	X	X
Tease	X	X	X	X
Tickle	X	X	X	X

The following table lists the factors that govern the choices that appear on a Social actions menu. For example, two Sims who are strangers are not likely to have the options to kiss or hug. Additionally, the table lists key factors that determine the eventual outcome.



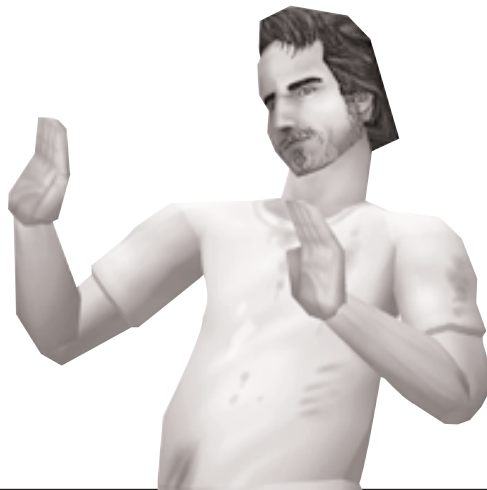
## Social Outcome Modifiers

You didn't expect a Sim Social encounter to be simple, did you? When one Sim communicates with another, several calculations determine the outcome. Factors include age (adult or child), sex, mood, and personality traits, not to mention the current state of their Relationship. Also, a Sim with strong Social needs (but few friends) may expect more from an encounter with a Sim who has similar needs.



## CHAPTER 2: MOTIVES—I WANT, I NEED; THEREFORE, I AM A SIM!

rel = Relationship  
 out = Outgoing  
 play = Playful  
 ff = Friend Flag  
 ss = Same Sex  
 rom = Romance Flag  
 age = Adult/Child  
 social = Social Motive Value  
 vis = Visitor  
 budget = Household Budget  
 nice = Nice  
 body = Body



### Social Outcome Factors

INTERACTION	FACTORS THAT DETERMINE APPEARANCE ON THE MENU	FACTORS THAT DETERMINE OUTCOME
Apologize	rel	mood
Attack	age, nice, mood, rel	body
Back Rub	age, nice, mood, rel, out, ss	rel, out, ss
Brag	nice, out, social, rel	rel, mood
Cheer Up	ff, mood (of friend), nice	rel
Compliment	age, nice, out, mood, rel	rel, mood
Dance	age, mood, out, rel	rel, out, mood
Entertain	social, out, play, mood, rel	play, rel
Flirt	age, social, ss, out, mood, rel, rom	rel, mood, ss
Gift	vis, budget, nice, mood, rel	rel, mood
Hug	age, out, mood, rel, ss	rel, out, mood, ss
Insult	nice, mood, rel	nice
Joke	play, mood, rel	play, mood, rel
Kiss	ss, mood, rel, age	rel, mood, ss
Scare	nice, mood, play, rel	play, mood
Slap	age, nice, mood, rel	nice, mood
Talk	mood, rel, out	topics match
Tease	nice, mood, rel	rel, mood
Tickle	social, out, play, active, mood, rel	rel, play



## Room

This is a combined rating that analyzes the design and contents of the current room, and translates it into a Room score. Of all the Motives, Room is the least important. However, if you love your Sim, you'll want to create the best possible environment. The most important contributing factors to Room score are:

- **Light:** Sims hate dark rooms, so fill your house with sunlight (windows and paned doors), lamps, and wall lights.
- **Room Size:** Don't cramp your Sims into tiny rooms.
- **Corners:** As mentioned in the "Building a House" chapter, Sims love corners.
- **State of Repair:** Any items that are not functioning properly detract from the Room score (see following list).



Fig. 2-9. Who wouldn't love a kitchen like this? It's bright, roomy, nicely furnished, and packed with high-tech appliances.



## Negative Impact on Room Score

- **Trash**
- **Floods**
- **Dirty plates**
- **Meals with flies**
- **Full trash cans/compactors**
- **Dead plants**
- **Puddle or ash pile**
- **Dead fish in aquariums**
- **Dirty objects (shower, toilet, tub)**

The following table lists the positive or negative value of every object in *The Sims*.

## Room Score

OBJECT	STATE/TYPE	ROOM SCORE
Aquarium	Fish Alive	25
	Dirty	-25
	Dirty and/or Dead	-50
Ash	N/A	-10
Bar	N/A	20
Bed	Unmade (Any Bed)	-10
	Made Mission	30
	Made (Other than Mission)	10
Chair	Parisienne	25
	Empress	10
Clock (Grandfather)	N/A	50
Computer	Broken	-25
Counter	Barcelona	15
Desk	Redmond	15
Dresser	Antique Armoire	20
	Oak Armoire	10
Fire	N/A	-100





## CHAPTER 2: MOTIVES—I WANT, I NEED; THEREFORE, I AM A SIM!

OBJECT	STATE/TYPE	ROOM SCORE
Fireplace	Library Edition (No Fire)	20
	Library Edition (Fire)	75
	Worcestershire (No Fire)	15
	Worcestershire (Fire)	60
	Bostonian (No Fire)	10
	Bostonian (Fire)	45
	Modesto (No Fire)	5
	Modesto (Fire)	30
Flamingo	N/A	10
Flood	N/A	-25
Flowers (Outdoor)	Healthy	20
	Dead	-20
Flowers/Plants (Indoor)	Healthy	10
	Wilted	0
	Dead	-10
Food	Snack (Spoiled)	-15
	Fruitcake (Empty Plate)	-5
	BBQ Group Meal (Spoiled)	-20
	BBQ Single Meal (Spoiled)	-15
	Empty Plate	-10
	Pizza Slice (Spoiled)	-10
	Pizza Box (Spoiled)	-25
	Candy (Spoiled)	-5
	Group Meal (Spoiled)	-20
	Meal (Spoiled)	-25
	Quick Meal (Spoiled)	-20
Fountain	N/A	25
Flowers (Gift)	Dead	-10
	Alive	20
Lamp	Not Broken	10
Lava Lamp	N/A	20
Newspaper	Old Newspapers	-20
Piano	N/A	30

OBJECT	STATE/TYPE	ROOM SCORE
Pinball Machine	Broken	-15
Shower	Broken	-15
Sofa	N/A	20
(Deiter or Dolce)		
Stereo	Strings	25
Table	Mesa	15
	Parisienne	25
Toilet	Clogged	-10
Train Set	Small	25
Trash Can (Inside)	Full	-20
Trash Compactor	Full	-25
Trash Pile	N/A	-20
TV	Soma	20
	Broken (Any TV)	-15





## Object Advertising Values

Earlier in the chapter we mentioned that Sims receive Motive rewards when they select an activity. If you are in complete control of your Sims (Free Will is off), you determine their choices. However, with Free Will on, Sims constantly poll their surroundings to compare which objects are “advertising” the most attractive rewards. The following table includes a Motive profile of every object in *The Sims*.

### Object Advertising Values

OBJECT TYPE	POSSIBLE INTERACTIONS	OBJECT VARIATIONS	ADVERTISED MOTIVE	ADVERTISED VALUE	PERSONALITY TRAIT MODIFIER	REDUCED EFFECTS (OVER DISTANCE)
Aquarium	Clean & Restock	N/A	Room	30	Neat	Medium
	Feed Fish	N/A	Room	10	Nice	High
		N/A	Fun	10	Playful	High
	Watch Fish	N/A	Fun	10	Playful	High
Ash	Sweep Up	N/A	Energy	23	N/A	Medium
		N/A	Room	50	Neat	Medium
Baby	Play	N/A	Fun	50	Playful	Medium
Bar	Have Drink	N/A	Room	30	N/A	Low
	Grill	Barbecue	Energy	-10	N/A	Low
			Hunger	40	Cooking	Low
Basketball Hoop	Join	N/A	Fun	30	Active	High
		N/A	Social	20	N/A	Medium
		N/A	Energy	-20	N/A	Medium
	Play	N/A	Fun	30	Active	High
		N/A	Energy	-20	N/A	High
Bed	Make Bed	All Beds	Room	25	Neat	High
	Sleep	Double Bed (Cheap Eazzzzze)	Energy	65	N/A	None
		Double Bed (Napoleon)	Energy	67	N/A	None
		Double Bed (Mission)	Energy	70	N/A	None
		Single Bed (Spartan)	Energy	60	N/A	None
		Single Bed (Tyke Nyte)	Energy	63	N/A	None
	Tuck in Kid	All Beds	Energy	160	Nice	None



## CHAPTER 2: MOTIVES—I WANT, I NEED; THEREFORE, I AM A SIM!

OBJECT TYPE	POSSIBLE INTERACTIONS	OBJECT VARIATIONS	ADVERTISED MOTIVE	ADVERTISED VALUE	PERSONALITY TRAIT MODIFIER	REDUCED EFFECTS (OVER DISTANCE)
Bookcase	Read a Book	Bookcase (Pine)	Fun	10	Serious	High
		Bookcase (Amishim)	Fun	20	Serious	High
		Bookcase (Libri di Regina)	Fun	30	Serious	High
Chair (Living Room)	Sit	Wicker	Comfort	20	N/A	Medium
		Country Class	Comfort	20	N/A	Medium
		Citronel	Comfort	20	N/A	Medium
		Sarrbach	Comfort	20	N/A	Medium
Chair (Dining Room)	Sit	Werkbunnst	Comfort	25	N/A	Medium
		Teak	Comfort	25	N/A	Medium
		Empress	Comfort	25	N/A	Medium
		Parisienne	Comfort	25	N/A	Medium
Chair (Office/Deck)	Sit	Office Chair	Comfort	20	N/A	Medium
		Deck Chair	Comfort	20	N/A	Medium
Chair (Recliner)	Nap	Both Recliners	Energy	15	Lazy	High
		Both Recliners	Comfort	20	Lazy	Medium
	Sit	Both Recliners	Comfort	30	Lazy	Medium
Chess	Join	Chess Set	Fun	40	Outgoing	High
			Social	40	N/A	Medium
	Play		Fun	35	Serious	High
Clock (Grandfather)	Wind	N/A	Room	40	Neat	High
Coffee (Espresso Machine)	Drink Espresso	N/A	Energy	115	N/A	Medium
		N/A	Fun	10	N/A	High
		N/A	Bladder	-10	N/A	High
Coffeemaker	Drink Coffee	N/A	Bladder	-5	N/A	High
		N/A	Energy	115	N/A	Medium



OBJECT TYPE	POSSIBLE INTERACTIONS	OBJECT VARIATIONS	ADVERTISED MOTIVE	ADVERTISED VALUE	PERSONALITY TRAIT MODIFIER	REDUCED EFFECTS (OVER DISTANCE)
Computer	Play	Moneywell	Fun	30	Playful	High
		Microscotch	Fun	35	Playful	High
		Brahma	Fun	40	Playful	High
		Marco	Fun	50	Playful	High
	Turn Off	All Computers	Energy	220	Neat	Medium
Dollhouse	Play	N/A	Fun	30	Playful	High
	Watch	N/A	Fun	30	Playful	Medium
		N/A	Social	30	N/A	Medium
Easel	Paint	N/A	Fun	20	N/A	High
Flamingo	Kick	N/A	Mood	15	Grouchy	High
	View	N/A	Fun	10	Playful	High
Flood	Clean	N/A	Room	80	Neat	High
Flowers (Outdoor)	Stomp On	N/A	Mood	10	Grouchy	High
	Water	N/A	Room	20	Neat	Medium
	Flowers/Plants Throw Out (Indoor)	N/A	Room	50	Neat	Medium
	Water	N/A	Room	25	Neat	Medium
Food	Clean	All Meal/ Snack Types	Room	20	Neat	Medium
	Prepare and Eat	BBQ Group Meal	Hunger	90	N/A	Low
		BBQ Single	Hunger	80	N/A	Low
		Candy	Hunger	30	N/A	Low
		Fruitcake (Group Meal)	Hunger	30	N/A	Low
		Fruitcake (Slice)	Hunger	80	N/A	Low
		Light Meal	Hunger	80	N/A	Low
		Pizza Box	Hunger	90	N/A	Low
		Pizza Slice	Hunger	80	N/A	Low
		Regular Group Meal	Hunger	90	N/A	Low
		Regular Single Meal	Hunger	80	N/A	Low
		Snack	Hunger	25	N/A	Low



## CHAPTER 2: MOTIVES—I WANT, I NEED; THEREFORE, I AM A SIM!

OBJECT TYPE	POSSIBLE INTERACTIONS	OBJECT VARIATIONS	ADVERTISED MOTIVE	ADVERTISED VALUE	PERSONALITY TRAIT MODIFIER	REDUCED EFFECTS (OVER DISTANCE)
Fountain	Play	N/A	Fun	10	Shy	High
Refrigerator	Have Meal	All Fridges	Hunger	65	N/A	Low
	Have Snack	Llamark	Hunger	20	N/A	Low
		Porcina	Hunger	30	N/A	Low
		Freeze Secret	Hunger	40	N/A	Low
	Have Quick Meal	All Fridges	Hunger	55	N/A	Low
	Serve Meal	All Fridges	Hunger	70	Cooking	Low
		All Fridges	Energy	-10	N/A	Low
Gift (Flowers)	Clean	N/A	Room	30	Neat	Medium
Hot Tub	Get In	N/A	Fun	45	Lazy	High
		N/A	Comfort	50	N/A	High
		N/A	Social	25	Outgoing	Medium
		N/A	Hygiene	5	N/A	Medium
	Join	N/A	Comfort	30	N/A	Low
		N/A	Fun	50	Outgoing	Low
		N/A	Social	50	N/A	Low
		N/A	Hygiene	5	N/A	Medium
		N/A	Hygiene	5	N/A	Medium
Lava Lamp	Turn On	N/A	Room	5	N/A	High
		N/A	Fun	5	N/A	High
Mailbox	Get Mail	N/A	Comfort	10	N/A	High
		N/A	Hunger	10	N/A	High
		N/A	Hygiene	10	N/A	High
		N/A	Room	10	N/A	High
Medicine Cabinet	Brush Teeth	N/A	Hygiene	25	Neat	Medium
Newspaper	Clean Up	N/A	Room	50	Neat	Medium
	Read	N/A	Fun	5	Serious	High
Painting	View	N/A	Fun	5	Serious	High
Phone	Answer	N/A	Fun	50	N/A	Medium
		N/A	Comfort	50	N/A	Medium
		N/A	Social	50	N/A	Medium
Piano	Play	N/A	Fun	40	Strong Creativity	High
	Watch	N/A	Fun	70	N/A	Medium
		N/A	Social	10	N/A	Medium





OBJECT TYPE	POSSIBLE INTERACTIONS	OBJECT VARIATIONS	ADVERTISED MOTIVE	ADVERTISED VALUE	PERSONALITY TRAIT MODIFIER	REDUCED EFFECTS (OVER DISTANCE)
Pinball Machine	Join	N/A	Fun	50	N/A	Medium
		N/A	Social	30	N/A	Medium
	Play	N/A	Fun	40	Playful	High
Play Structure	Join	N/A	Fun	60	Playful	Medium
		N/A	Social	40	N/A	Medium
	Play	N/A	Fun	60	Playful	Medium
Pool Diving Board	Dive In	N/A	Fun	35	Active	High
		N/A	Energy	-10	N/A	High
Pool Table	Join	N/A	Fun	50	Playful	Low
		N/A	Social	40	N/A	Low
	Play	N/A	Fun	45	Playful	High
Sculpture	View	Scylla and Charybdis	Fun	6	Serious	High
		Bust of Athena	Fun	5	Serious	High
		Large Black Slab	Fun	8	Serious	High
		China Vase	Fun	7	Serious	High
Shower	Clean	N/A	Room	20	Neat	High
	Take a Shower	N/A	Hygiene	50	Neat	Medium
Sink	Wash Hands	N/A	Hygiene	10	Neat	High
Sofa/Loveseat	Nap	All Sofas/Loveseats	Energy	40	Lazy	High
		All Sofas/Loveseats	Comfort	5	Lazy	High
	Sit	All Sofas/Loveseats	Comfort	30	Lazy	Medium
		Garden Bench	Comfort	30	Lazy	Medium
Stereo	Dance	Boom Box	Social	40	Outgoing	High
			Fun	50	Active	High
		Zimantz Hi-Fi	Social	50	Outgoing	High
			Fun	60	Active	High
		Strings Theory	Social	60	Outgoing	High
			Fun	70	Active	High
	Join	Boom Box	Social	40	Outgoing	Low



## CHAPTER 2: MOTIVES—I WANT, I NEED; THEREFORE, I AM A SIM!

OBJECT TYPE	POSSIBLE INTERACTIONS	OBJECT VARIATIONS	ADVERTISED MOTIVE	ADVERTISED VALUE	PERSONALITY TRAIT MODIFIER	REDUCED EFFECTS (OVER DISTANCE)
Stereo			Fun	40	Outgoing	Low
		Zimantz Hi-Fi	Social	50	Outgoing	Low
			Fun	40	Outgoing	Low
		Strings Theory	Social	60	Outgoing	Low
			Fun	40	Outgoing	Low
	Turn Off	All Stereos	Energy	220	Neat	Medium
	Turn On	Boom Box	Fun	25	Playful	High
		Zimantz Hi-Fi	Fun	25	Playful	High
		Strings Theory	Fun	30	Playful	High
Toilet	Clean	Both Toilets	Room	40	Neat	High
	Flush	Hygeia-O-Matic	Room	30	Neat	High
	Unclog	Both Toilets	Room	50	Neat	High
	Use	Hygeia-O-Matic	Bladder	50	N/A	Low
		Flush Force	Bladder	70	N/A	Low
Tombstone/ Urn	Mourn (first 24 hours)	N/A	Bladder	5	N/A	Low
		N/A	Comfort	50	N/A	Low
		N/A	Energy	5	N/A	Low
		N/A	Fun	50	N/A	Low
		N/A	Hunger	5	N/A	Low
		N/A	Hygiene	50	N/A	Low
		N/A	Social	50	N/A	Low
		N/A	Room	50	N/A	Low
	Mourn (second 48 hours)	N/A	Bladder	0	N/A	Low
		N/A	Comfort	30	N/A	Low
		N/A	Energy	0	N/A	Low
		N/A	Fun	30	N/A	Low
		N/A	Hunger	0	N/A	Low
		N/A	Hygiene	30	N/A	Low
		N/A	Social	30	N/A	Low
		N/A	Room	30	N/A	Low
		N/A	Room	30	N/A	Low
		N/A	Room	30	N/A	Low
		N/A	Room	30	N/A	Low
Toy Box	Play	N/A	Fun	55	Playful	Medium



OBJECT TYPE	POSSIBLE INTERACTIONS	OBJECT VARIATIONS	ADVERTISED MOTIVE	ADVERTISED VALUE	PERSONALITY TRAIT MODIFIER	REDUCED EFFECTS (OVER DISTANCE)
Train Set (Large)	Play	N/A	Fun	40	N/A	Medium
	Watch	N/A	Fun	40	N/A	Low
		N/A	Social	40	N/A	Low
Train Set (Small)	Play	N/A	Fun	45	Playful	Medium
	Watch	N/A	Fun	20	N/A	Medium
		N/A	Social	30	N/A	Medium
Trash Can (Inside)	Empty Trash	N/A	Room	30	Neat	Medium
Trash Compactor	Empty Trash	N/A	Room	30	N/A	High
Trash Pile	Clean	N/A	Room	75	Neat	Medium
Bathtub	Clean	All Tubs	Room	20	Neat	High
	Bathe	Justa	Hygiene	50	Neat	Medium
		Justa	Comfort	20	N/A	Medium
		Sani-Queen	Hygiene	60	Neat	Medium
		Sani-Queen	Comfort	25	N/A	Medium
		Hydrothera	Hygiene	70	Neat	Medium
		Hydrothera	Comfort	30	N/A	Medium
TV	Join	Monochrome	Fun	20	Lazy	High
		Trottco	Fun	30	Lazy	High
		Soma Plasma	Fun	45	Lazy	High
	Turn Off	All TVs	Energy	220	Neat	Medium
	Turn On	Monochrome	Fun	18	Lazy	High
		Trottco	Fun	35	Lazy	High
		Soma Plasma	Fun	49	Lazy	High
	Watch TV	Monochrome	Fun	18	Lazy	High
		Trottco	Fun	28	Lazy	High
		Soma Plasma	Fun	42	Lazy	High
VR Glasses	Play	N/A	Fun	60	Playful	High



# (CHAPTER 3: INTERACTING WITH OTHER SIMS



## Introduction

Once you get beyond the dark attraction of watching jilted Sims slap their rivals, or obnoxious Sims insulting their friends, you realize that Relationships are very important to your Sims' quality of life, and even to the advancement of their careers. In this chapter, we introduce you to the world of Relationships, covering the possible events that occur when two Sims come together verbally or physically. Our goal here is to lay down the ground rules. We'll offer hands-on tips for building and maintaining Relationships in the "All in the Family" chapter.

## Relationship Scores

Icons representing a Sim's friendships, or lack thereof, appear in the screen's lower-right corner when you click on the Relationships icon (just above the Job icon). The scoring system ranges from below 0 (not good) to 100, which is reserved for one or more significant others. A relationship is considered a true friendship if the score climbs above 50. Only these Relationships are considered when the game calculates career advancements. Consult the next chapter, "9 to 5: Climbing the Career Ladder," for more information on promotion requirements.



Fig. 3-1. This Sim Dad is clicking on all cylinders with his wife, but he needs to spend more time with the kids.

## Social Interactions

All Sim Relationships develop from Social interactions. If you don't spend quality time with your friends, the Relationships will deteriorate on their own, at a rate of two points per day. Of course, if you interact poorly, the rate accelerates dramatically. In the following sections, we review the myriad communication choices that are available during the game (grouped alphabetically by the active action). At any given time, your choice will vary, depending upon the level of your friendship, and whether or not your Sim is acting like a jerk!

### Good Old Conversation

The easiest way to cultivate a new friendship is to talk. Sims communicate with each other either using Sim-Speak, a delightful chatter that you actually begin to understand (yes, we have played this game way too much!). Adults and kids have favorite topics within their peer groups. These topics are randomly assigned by the game during the Sim creation process. Additionally, kids and adults have special cross-generational topics that are only used with each other. Active topics are displayed in thought balloons during the game, as shown in figure 3-2.



Fig. 3-2. Pets are a good common ground for conversation between adults and kids.



## CHAPTER 3: INTERACTING WITH OTHER SIMS

When a conversation is going well, you see a green plus sign over one or both of the Sims. Conversely, when talk deteriorates into the gutter, you'll see red minus signs. The following tables list positive and negative communications, including each potential outcome and the corresponding effect on Social and Relationship scores. For our purposes, an outcome is positive if it produces an increase in one or both scores. When scores drop or stay the same, it is considered a negative outcome.



Fig. 3-3. When two or more people enter a hot tub, the conversations begin spontaneously.

### Positive Communications

INTERACTION	RESPONSE	RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Apologize	Accept	10	15
Be Apologized To	Accept	10	15
Brag	Good	5	13
Be Bragged To	Good	5	7
Cheer Up	Good	5	7
Cheer Up	Neutral	0	5
Be Cheered Up	Good	10	10
Be Cheered Up	Neutral	0	5
Compliment	Accept	5	5
Be Complimented	Accept	5	11
Entertain	Laugh	4	7
Be Entertained	Laugh	8	13
Flirt	Good	5	13
Be Flirted With	Good	10	13
Joke	Laugh	5	13
Joke	Giggle	2	7
Listen to Joke	Laugh	7	13
Listen to Joke	Giggle	3	7
Scare	Laugh	5	10
TalkHigh Interest	Topic	3	5
TalkLike	Topic	3	5
Group Talk	N/A	1	8
Tease	Giggle	5	7





## Negative Communications

INTERACTION	RESPONSE	RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Apologize	Reject	-10	0
Be Apologized To	Reject	-10	0
Brag	Bad	-5	0
Be Bragged To	Bad	-5	0
Cheer Up	Bad	-3	0
Be Cheered Up	Bad	-10	0
Compliment	Reject	-10	0
Be Complimented	Reject	-7	0
Entertain	Boo	-15	0
Be Entertained	Boo	-7	0
Flirt	Refuse	-10	-17
Flirt	Ignore	-5	0
Be Flirted With	Refuse	-10	0
Be Flirted With	Ignore	0	0
Insult	Cry	5	0
Insult	Stoic	0	3
Insult	Angry	-10	7
Be Insulted	Cry	-12	-13
Be Insulted	Stoic	-5	-5
Be Insulted	Angry	-14	-7
Joke	Uninterested	-6	0
Listen to Joke	Uninterested	-7	0
Scare	Angry	-5	0
Be Scared	Angry	-10	0
TalkDislike	Topic	-3	3
TalkHate	Topic	-3	3
Tease	Cry	-4	0
Be Teased	Cry	-13	-7



## CHAPTER 3: INTERACTING WITH OTHER SIMS

### Physical Contact

When a Relationship moves past the 50-point threshold, you begin to see new options on the Social interaction menu. Instead of just talking, you find new items including Hug, Give Back Rub, Flirt, and Kiss. It all depends upon how your Relationship is progressing and what the other Sim is looking for in the current interaction. The following tables include information on positive and negative physical events.

#### Positive Physical Events

INTERACTION	RESPONSE	RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Give Back Rub	Good	5	7
Receive Back Rub	Good	9	13
Dance	Accept	8	13
Be Danced With	Accept	10	13
Give Gift	Accept	5	7
Receive Gift	Accept	10	13
Hug	Good	7	15
Hug	Tentative	2	7
Be Hugged	Good	8	15
Be Hugged	Tentative	4	7
Kiss	Passion	12	20
Kiss	Polite	5	10
Be Kissed	Passion	12	20
Be Kissed	Polite	5	10
Tickle	Accept	5	13
Be Tickled	Accept	8	13





## Negative Physical Events

INTERACTION	RESPONSE	RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Attack	Win Fight	-5	10
Attack	Lose Fight	-10	-20
Give Back Rub	Bad	-7	0
Receive Back Rub	Bad	-10	0
Dance	Refuse	-5	0
Be Danced With	Refuse	-5	0
Give Gift	Stomp	-15	0
Receive Gift	Stomp	-5	0
Hug	Refuse	-10	0
Be Hugged	Refuse	-10	0
Kiss	Deny	-15	5
Be Kissed	Deny	-10	0
Slap	Cry	0	3
Slap	Slap Back	-10	-7
Be Slapped	Cry	-20	-17
Be Slapped	Slap Back	-15	7
Tickle	Refuse	-5	0
Be Tickled	Refuse	-8	0





# (CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER





## Introduction

When you first start playing *The Sims*, it's easy to get lost in the element. There's so much to explore and experience, and with more than enough money to furnish your house and buy a few toys, you can just hang out and live the good Sim-life. But, reality sets in sooner than you would like, and you must find a job. In this chapter we show you how to select a career, nurture the Skills necessary to earn the first few promotions, and finally, stockpile enough friends (it's called networking) to make the big bucks and zoom to the top of your field. For easy reference, we include comprehensive career tables that contain everything you need to know about the 10 Sim careers, including advancement requirements for all 10 pay levels.

We also include pictorial diaries for 5 of the 10 *Sims* careers, highlighting each promotion, and providing a sampling of random events. We selected these careers because they require development of all six career skills: Cooking, Mechanical, Body, Charisma, Creativity, and Logic.

## Your First Job

Every Sim house receives a daily copy of the *Sim City Times* that includes a single job posting. You can take the first job you see, or buy a computer and view three jobs a day. There is no rush—you have enough money to get by for several days.



Fig. 4-1. Today's job posting is for a test driver.

## TIP

*You can enjoy the free use of a computer by buying it, checking the want ads, and then returning it the same day for a full refund. Keep this up until you find the job you want. Then, later when you have more disposable cash, you can buy—and keep—a computer.*

A Military job is usually available on the computer. This is an excellent first career, with a starting salary of \$250. Furthermore, it remains the highest paying of the 10 careers through the first three advances. A Law Enforcement position is a close second.



Fig. 4-2. This two-commando family takes home \$325 each as members of the Elite Forces (Level 2—Military Career).

If you would rather take your time and sort through all 10 job tracks, the following table will help you choose a career that is suited to your Sim's personality traits.





## CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER

### Career Choices

CAREER TRACK	NECESSARY SKILLS	RELATED PERSONALITY TRAITS
Business	Logic, Charisma	Outgoing
Entertainment	Charisma, Creativity	Outgoing, Playful
Law Enforcement	Logic, Body	Active
Life of Crime	Creativity, Charisma	Playful, Outgoing
Medicine	Logic, Body	Active
Military	Mechanical, Body	Active
Politics	Charisma, Logic	Outgoing
Pro Athlete	Body, Charisma	Active, Outgoing
Science	Logic, Creativity	Playful
Xtreme	Creativity, Body/Charisma (tie)	Playful, Active, Outgoing

## Developing Your Skills

After you decide on a career, focus on developing the appropriate Skills needed for advancement. It is important to remember that Sims do not study on their own. You need to direct your Sim to one of the activities listed in the Skill Enhancement table below.

### TIP

*On the control panel, click on the Job icon to display your Sim's current Skill bars (see figure 4-3). A white line designates the minimum level of Skill needed for the next promotion. Other factors contribute to earning a promotion, but without the Skill requirement, you have absolutely no chance for advancement to the next level.*



Fig. 4-3. This Sim needs to boost his Body Skill one more notch, so he is scheduled for a session on the exercise machine right after lunch.





## Skill Enhancement

SKILL	METHOD OF ENHANCEMENT	NOTES
Cooking	Bookshelf (Study Cooking)	Any type of bookshelf will suffice.
Mechanical	Bookshelf (Study Mechanical)	Any type of bookshelf will suffice.
Body	Exercise Machine (Work Out)	Exercise machine increases Skill four times faster than the pool. Active Sims improve their Skill at a higher rate.
	Pool (Swim)	See above.
Charisma	Mirrors or Medicine Cabinet (Practice Speech)	Outgoing Sims acquire Skill more quickly.
Creativity	Easel (Paint)	Playful Sims acquire Skill more quickly.
	Piano (Play)	Playful Sims acquire Skill more quickly.
Logic	Chessboard (Play)	Playing with another Sim generates Social points.



Fig. 4-4. A session on the exercise bench nets a Body point for this Sim.

## Sim Career Tracks

The following tables include the salaries, hours, car pool vehicles, and job level requirements for each level of the 10 Sim career tracks. The Daily Motive Decay value shows which Motives deteriorate while the Sim is on the job.





# CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER

## Requirements for Level 1 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	HUNGER	COMFORT	HYGIENE	DAILY BLADDER	MOTIVE ENERGY	DECAY FUN	SOCIAL
Business	Mail Room	\$120	9 a.m.–3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	0	-30	0	0
Entertainment	Waiter/Waitress	\$100	9 a.m.–3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	0	-30	0	0
Law Enforcement	Security Guard	\$240	12 a.m.–6 a.m.	Squad Car	0	0	0	0	0	0	0	0	0	0	0	-30	0	0
Life of Crime	Pickpocket	\$140	9 a.m.–3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	0	-30	0	0
Medicine	Medical Technician	\$200	9 a.m.–3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	0	-30	0	0
Military	Recruit	\$250	6 a.m.–12 p.m.	Military Jeep	0	0	0	0	0	0	0	0	0	-15	0	-30	0	0
Politics	Campaign Work	\$220	9 a.m.–6 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	0	-30	0	0
Pro Athlete	Team Mascot	\$110	12 p.m.–6 p.m.	Junker	0	0	0	0	0	0	0	0	0	-5	0	-35	0	0
Science	Test Subject	\$155	9 a.m.–3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	0	-30	0	0
Xtreme	Daredevil	\$175	9 a.m.–3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	0	-30	0	0

## Requirements for Level 2 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	HUNGER	COMFORT	HYGIENE	DAILY BLADDER	MOTIVE ENERGY	DECAY FUN	SOCIAL
Business	Executive Assistant	\$180	9 a.m.–4 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	0	-34	-2	0
Entertainment	Extra	\$150	9 a.m.–3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	0	-34	-2	0
Law Enforcement	Cadet	\$320	9 a.m.–3 p.m.	Squad Car	0	0	0	0	0	0	0	0	0	0	0	-34	-2	0
Life of Crime	Bagman	\$200	11 p.m.–7 a.m.	Junker	0	0	0	0	0	0	0	0	0	0	0	-34	-2	0
Medicine	Paramedic	\$275	11 p.m.–5 a.m.	Junker	0	0	0	0	0	0	0	0	0	0	0	-34	-2	0
Military	Elite Forces	\$325	7 a.m.–1 p.m.	Military Jeep	0	0	0	0	0	0	0	0	0	-15	0	-34	-2	0
Politics	Intern	\$300	9 a.m.–3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	0	-34	-2	0
Pro Athlete	Minor Leaguer	\$170	9 a.m.–3 p.m.	Junker	0	0	0	0	0	0	0	0	0	-10	0	-40	-2	0
Science	Lab Assistant	\$230	11 p.m.–5 a.m.	Junker	0	0	0	0	0	0	0	0	0	0	0	-34	-2	0
Xtreme	Bungee Jump Instructor	\$250	9 a.m.–3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	0	-34	-2	0



# Prima's Official Strategy Guide

## Requirements for Level 3 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	HUNGER	COMFORT	HYGIENE	DAILY BLADDER	MOTIVE ENERGY	DECAY FUN	SOCIAL
Business	Field Sales Rep	\$250	9 a.m. –4 p.m.	Junker	0	2	0	0	0	0	0	-3	0	-5	0	-38	-4	0
Entertainment	Bit Player	\$200	9 a.m. –3 p.m.	Junker	0	0	2	0	0	0	0	-3	0	-5	0	-38	-4	0
Law Enforcement	Patrol Officer	\$380	5 p.m. –1 a.m.	Squad Car	0	0	0	2	0	0	0	-3	0	-5	0	-38	-4	0
Life of Crime	Bookie	\$275	12 p.m. –7 p.m.	Standard Car	0	0	0	2	0	0	0	-3	0	-5	0	-38	-4	0
Medicine	Nurse	\$340	9 a.m. –3 p.m.	Standard Car	0	2	0	0	0	0	0	-3	0	-5	0	-38	-4	0
Military	Drill Instructor	\$400	8 a.m. –2 p.m.	Military Jeep	0	0	0	2	0	0	0	-3	0	-20	0	-38	-4	0
Politics	Lobbyist	\$360	9 a.m. –3 p.m.	Standard Car	0	0	2	0	0	0	0	-3	0	-5	0	-38	-4	0
Pro Athlete	Rookie	\$230	9 a.m. –3 p.m.	Junker	0	0	0	2	0	0	0	-3	0	-15	0	-45	-2	0
Science	Field Researcher	\$320	9 a.m. –3 p.m.	Standard Car	0	0	0	0	2	0	0	-3	0	-5	0	-38	-4	0
Xtreme	Whitewater Guide	\$325	9 a.m. –3 p.m.	SUV	0	0	0	2	0	0	1	-3	0	-10	0	-45	-4	0

## Requirements for Level 4 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	HUNGER	COMFORT	HYGIENE	DAILY BLADDER	MOTIVE ENERGY	DECAY FUN	SOCIAL
Business	Junior Executive	\$320	9 a.m. –4 p.m.	Standard Car	0	2	2	0	0	0	1	-7	0	-10	0	-42	-7	0
Entertainment	Stunt Double	\$275	9 a.m. –4 p.m.	Standard Car	0	0	2	2	0	0	2	-7	0	-10	0	-42	-7	0
Law Enforcement	Desk Sergeant	\$440	9 a.m. –3 p.m.	Squad Car	0	2	0	2	0	0	1	-7	0	-10	0	-42	-7	0
Life of Crime	Con Artist	\$350	9 a.m. –3 p.m.	Standard Car	0	0	1	2	0	1	2	-7	0	-10	0	-42	-7	0
Medicine	Intern	\$410	9 a.m. –6 p.m.	Standard Car	0	2	0	2	0	0	2	-7	0	-10	0	-42	-7	0
Military	Junior Officer	\$450	9 a.m. –3 p.m.	Military Jeep	0	1	2	2	0	0	0	-7	0	-20	0	-42	-8	0
Politics	Campaign Manager	\$430	9 a.m. –6 p.m.	Standard Car	0	0	2	0	1	0	2	-7	0	-10	0	-42	-7	0
Pro Athlete	Starter	\$300	9 a.m. –3 p.m.	Standard Car	0	0	0	5	0	0	1	-7	0	-20	0	-50	-2	0
Science	Science Teacher	\$375	9 a.m. –4 p.m.	Standard Car	0	0	1	0	3	0	1	-7	0	-10	0	-40	-7	0
Xtreme	Xtreme Circuit Pro	\$400	9 a.m. –3 p.m.	SUV	0	1	0	4	0	0	2	-7	0	-20	0	-50	-2	0



## CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER

### Requirements for Level 5 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	HUNGER	COMFORT	HYGIENE	DAILY BLADDER	MOTIVE ENERGY	DECAY FUN	SOCIAL
Business	Executive	\$400	9 a.m.–4 p.m.	Standard Car	0	2	2	0	2	0	3	-10	0	-15	0	-46	-10	0
Entertainment	B-Movie Star	\$375	10 a.m.–5 p.m.	Standard Car	0	0	3	3	0	1	4	-10	0	-15	0	-46	-10	0
Law Enforcement	Vice Squad	\$490	10 p.m.–4 a.m.	Squad Car	0	3	0	4	0	0	2	-10	0	-15	0	-46	-10	0
Life of Crime	Getaway Driver	\$425	5 p.m.–1 a.m.	Standard Car	0	2	1	2	0	2	3	-10	0	-10	0	-46	-10	0
Medicine	Resident	\$480	9 p.m.–4 a.m.	Standard Car	0	3	0	2	2	0	3	-10	0	-15	0	-46	-10	0
Military	Counter-Intelligence	\$500	9 a.m.–3 p.m.	Military Jeep	1	1	2	4	0	0	0	-10	0	-25	0	-46	-12	0
Politics	City Council Member	\$485	9 a.m.–3 p.m.	Town Car	0	0	3	1	1	0	4	-10	0	-15	0	-46	-8	0
Pro Athlete	All-Star	\$385	9 a.m.–3 p.m.	SUV	0	1	1	6	0	0	3	-10	0	-25	0	-55	-3	0
Science	Project Leader	\$450	9 a.m.–5 p.m.	Standard Car	0	0	2	0	4	1	3	-10	0	-12	0	-43	-8	0
Xtreme	Bush Pilot	\$475	9 a.m.–3 p.m.	SUV	1	2	0	4	1	0	3	-10	0	-15	0	-46	-5	-10

### Requirements for Level 6 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	HUNGER	COMFORT	HYGIENE	DAILY BLADDER	MOTIVE ENERGY	DECAY FUN	SOCIAL
Business	Senior Manager	\$520	9 a.m.–4 p.m.	Standard Car	0	2	3	0	3	2	6	-14	0	-20	0	-50	-13	0
Entertainment	Supporting Player	\$500	10 a.m.–6 p.m.	Limo	0	1	4	4	0	2	6	-14	0	-20	0	-50	-13	0
Law Enforcement	Detective	\$540	9 a.m.–3 p.m.	Squad Car	1	3	1	5	1	0	4	-14	0	-20	0	-50	-13	0
Life of Crime	Bank Robber	\$530	3 p.m.–11 p.m.	Town Car	0	3	2	3	1	2	4	-14	0	-15	0	-50	-13	-5
Medicine	GP	\$550	10 a.m.–6 p.m.	Town Car	0	3	1	3	4	0	4	-14	0	-20	0	-50	-13	0
Military	Flight Officer	\$550	9 a.m.–3 p.m.	Military Jeep	1	2	4	4	1	0	1	-14	0	-28	0	-50	-15	0
Politics	State Assembly-person	\$540	9 a.m.–4 p.m.	Town Car	0	0	4	2	1	1	6	-14	0	-20	0	-50	-12	-3
Pro Athlete	MVP	\$510	9 a.m.–3 p.m.	SUV	0	2	2	7	0	0	5	-14	0	-30	0	-60	-4	0
Science	Inventor	\$540	10 a.m.–7 p.m.	Town Car	0	2	2	0	4	3	4	-14	0	-15	0	-45	-9	-8
Xtreme	Mountain Climber	\$550	9 a.m.–3 p.m.	SUV	1	4	0	6	1	0	4	-14	0	-30	0	-60	0	0



# Prima's Official Strategy Guide

## Requirements for Level 7 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	MECHANICAL	CHARISMA	BODY LOGIC	CREATIVITY	FAMILY/FRIENDS	HUNGER	COMFORT	DAILY MOTIVE DECAY					
													HYGIENE	BLADDER	ENERGY	FUN	SOCIAL	
Business	Vice President	\$660	9 a.m. -5 p.m.	Town Car	0	2	4	2	4	2	8	-18	0	-25	0	-54	-16	0
Entertainment	TV Star	\$650	10 a.m. -6 p.m.	Limo	0	1	6	5	0	3	8	-18	0	-25	0	-54	-16	0
Law Enforcement	Lieutenant	\$590	9 a.m. -3 p.m.	Limo	1	3	2	5	3	1	6	-18	0	-25	0	-54	-16	0
Life of Crime	Cat Burglar	\$640	9 p.m. -3 a.m.	Town Car	1	3	2	5	2	3	6	-18	0	-20	0	-54	-16	0
Medicine	Specialist	\$625	10 p.m. -4 a.m.	Town Car	0	4	2	4	4	1	5	-18	0	-25	0	-54	-16	0
Military	Senior Officer	\$580	9 a.m. -3 p.m.	Military Jeep	1	3	4	5	3	0	3	-18	0	-31	0	-55	-20	0
Politics	Congress-person	\$600	9 a.m. -3 p.m.	Town Car	0	0	4	3	3	2	9	-18	0	-25	0	-54	-18	-7
Pro Athlete	Superstar	\$680	9 a.m. -4 p.m.	SUV	1	2	3	8	0	0	7	-18	0	-35	0	-65	-5	0
Science	Scholar	\$640	10 a.m. -3 p.m.	Town Car	0	4	2	0	6	4	5	-18	0	-20	0	-48	-10	-10
Xtreme	Photo-journalist	\$650	9 a.m. -3 p.m.	SUV	1	5	2	6	1	3	5	-18	0	-25	0	-54	-16	0

## Requirements for Level 8 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	MECHANICAL	CHARISMA	BODY LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY							
											HUNGER	COMFORT	HYGIENE	BLADDER	ENERGY	FUN	SOCIAL	
Business	President	\$800	9 a.m. -5 p.m.	Town Car	0	2	5	2	6	3	10	-22	0	-30	0	-58	-19	0
Entertainment	Feature Star	\$900	5 p.m. -1 a.m.	Limo	0	2	7	6	0	4	10	-22	0	-30	0	-58	-19	0
Law Enforcement	SWAT Team Leader	\$625	9 a.m. -3 p.m.	Limo	1	4	3	6	5	1	8	-22	0	-30	0	-58	-19	0
Life of Crime	Counterfeiter	\$760	9 p.m. -3 a.m.	Town Car	1	5	2	5	3	5	8	-22	0	-25	0	-58	-19	-15
Medicine	Surgeon	\$700	10 p.m. -4 a.m.	Town Car	0	4	3	5	6	2	7	-22	0	-30	0	-58	-19	0
Military	Commander	\$600	9 a.m. -3 p.m.	Military Jeep	1	6	5	5	5	0	5	-22	0	-33	0	-60	-25	0
Politics	Judge	\$650	9 a.m. -3 p.m.	Town Car	0	0	5	4	4	3	11	-22	0	-30	0	-58	-22	-11
Pro Athlete	Assistant Coach	\$850	9 a.m. -2 p.m.	SUV	2	2	4	9	0	1	9	-22	0	-40	0	-70	-6	0
Science	Top Secret Researcher	\$740	10 a.m. -3 p.m.	Town Car	1	6	4	0	7	4	7	-22	0	-25	0	-52	-12	-13
Xtreme	Treasure Hunter	\$725	10 a.m. -5 p.m.	SUV	1	6	3	7	3	4	7	-22	0	-34	0	-60	-15	-5



## CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER

### Requirements for Level 9 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY						
												HUNGER	COMFORT	HYGIENE	BLADDER	ENERGY	FUN	SOCIAL
Business	CEO	\$950	9 a.m.–4 p.m.	Limo	0	2	6	2	7	5	12	-26	0	-35	0	-62	-22	0
Entertainment	Broadway Star	\$1100	10 a.m.–5 p.m.	Limo	0	2	8	7	0	7	12	-26	0	-35	0	-62	-22	0
Law Enforcement	Police Chief	\$650	9 a.m.–5 p.m.	Limo	1	4	4	7	7	3	10	-26	0	-35	0	-62	-22	0
Life of Crime	Smuggler	\$900	9 a.m.–3 p.m.	Town Car	1	5	5	6	3	6	10	-26	0	-30	0	-62	-22	-20
Medicine	Medical Researcher	\$775	9 p.m.–4 a.m.	Limo	0	5	4	6	8	3	9	-26	0	-35	0	-62	-22	0
Military	Astronaut	\$625	9 a.m.–3 p.m.	Limo	1	9	5	8	6	0	6	-26	0	-35	0	-65	-30	0
Politics	Senator	\$700	9 a.m.–6 p.m.	Limo	0	0	6	5	6	4	14	-26	0	-35	0	-62	-26	-15
Pro Athlete	Coach	\$1,000	9 a.m.–3 p.m.	SUV	3	2	6	10	0	2	11	-26	0	-45	0	-75	-8	0
Science	Theorist	\$870	10 a.m.–2 p.m.	Town Car	1	7	4	0	9	7	8	-26	0	-30	0	-56	-16	-16
Xtreme	Grand Prix Driver	\$825	10 a.m.–4 p.m.	Bentley	1	6	5	7	5	7	9	-26	0	-35	0	-62	-5	-10

### Requirements for Level 10 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY						
												HUNGER	COMFORT	HYGIENE	BLADDER	ENERGY	FUN	SOCIAL
Business	Business Tycoon	\$1,200	9 a.m.–3 p.m.	Limo	0	2	8	2	9	6	14	-30	0	-40	0	-66	-25	0
Entertainment	Super-star	\$1,400	10 a.m.–3 p.m.	Limo	0	2	10	8	0	10	14	-30	0	-40	0	-66	-25	0
Law Enforcement	Captain Hero	\$700	10 a.m.–4 p.m.	Limo	1	4	6	7	10	5	12	-20	-80	-45	-25	-60	0	0
Life of Crime	Criminal Mastermind	\$1,100	6 p.m.–12 a.m.	Limo	2	5	7	6	4	8	12	-30	0	-35	0	-66	-25	-25
Medicine	Chief of Staff	\$850	9 p.m.–4 a.m.	Hospital Limo	0	6	6	7	9	4	11	-30	0	-40	0	-66	-25	0
Military	General	\$650	9 a.m.–3 p.m.	Staff Sedan	1	10	7	10	9	0	8	-30	0	-40	0	-70	-35	0
Politics	Mayor	\$750	9 a.m.–3 p.m.	Limo	0	0	9	5	7	5	17	-30	0	-40	0	-66	-30	-20
Pro Athlete	Hall of Famer	\$1,300	9 a.m.–3 p.m.	Limo	4	2	9	10	0	3	13	-30	0	-50	0	-80	-10	0
Science	Mad Scientist	\$1,000	10 a.m.–2 p.m.	Limo	2	8	5	0	10	10	10	-30	0	-35	0	-60	-20	-20
Xtreme	International	\$925	11 a.m.–5 p.m.	Bentley	2	6	8	8	6	9	11	-30	0	-30	0	-70	-20	-15





## The Daily Grind

A working Sim needs to follow a schedule that is conducive to good job performance. Review the following tips as you devise a work schedule for your household.

### Get Plenty of Sleep

Sims need to awake refreshed in order to arrive at work in a good mood. Send your Sims to bed early, and make sure there are no distractions (stereos, TVs, computers, etc.) that might interrupt their beauty sleep.



Fig. 4-5. Make sure your Sims get to bed early enough to restore maximum Energy before the alarm rings.

### Set Your Alarm Clock

When set, the clock wakes your Sims two hours before the car pool arrives (one alarm clock takes care of the entire house). This is plenty of time to take care of Hunger, Bladder, and Hygiene Motive bars. If you still have time, improve your Sim's mood with a little non-strenuous fun like watching TV, or use the extra time to improve a Skill.



Fig. 4-6. That last set on the exercise bench paid off!

## CAUTION

*If two or more Sims in the house have jobs, the alarm clock rings for the earliest riser. Unfortunately, this wakes everyone else, regardless of when they have to be ready for the car pool. If you send the other Sims back to bed, you'll need to wake them manually, because the alarm clock only rings once each day.*

### Eat a Hearty Breakfast

When you're angling for a promotion, you need to arrive at work with all cylinders firing. When the alarm rings, send the designated house chef (the Sim with the highest Cooking Skill) to the kitchen to "Prepare a Meal." By the time your Sim is finished emptying his Bladder and completing necessary Hygiene, breakfast will be on the counter. There should be plenty of time to complete the meal and head to work with a full Hunger bar.

## TIP

*Make sure that your Sim is on the first floor and relatively close to the car pool within 15 minutes of departure to be sure he or she catches his or her ride. If you meet this deadline, your Sim will change clothes on the fly and sprint to the curb.*



## CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER

### Make Friends and Influence Your Boss

Advancing through the first three levels does not carry a friendship requirement; however this ramps up very quickly. It helps to have a stay-at-home mate to concentrate on making friends. Remember that the career friendship requirement is for your household, not your Sim. So, if your mate or children have friends, they count toward your promotions, too.



Fig. 4-7. This Sim is just about out of Energy, but his Social score is maxed out and he's just made two new friends.

### Take an Occasional Day Off to Recharge

If you find that your Sim is unable to have enough Fun or Social events to maintain a positive mood, skip a day of work and indulge. See a friend or two, work on Skills, or have some Fun. Just don't miss two days in a row or your Sim will be automatically fired!

### Major Decisions

As you work your way up the career ladder, you encounter "major decisions" that involve various degrees of risk. They are winner-take-all, loser-gets-nada events that force you to gamble with your salary, integrity, or even your job. The following sections include a sample "major decision" for each career.

### Business

#### Major decision: "Stock Option"

Player is given the choice of accepting a portfolio of company stock instead of salary for that pay period. The stock could double or tank. As a result, the player receives twice his salary or nothing at all for the pay period.

### Entertainment

#### Major decision: "The Remake"

Your agent calls with an offer: Sim Studios wants you for the lead in a remake of *Citizen Kane*. Accepting will either send your Charisma sky high when the film succeeds wildly...or send it crashing if the turkey flops.

### Law Enforcement

#### Major decision: "The Bribe"

A mobster you're investigating offers a huge bribe to drop the case. The charges won't stick without your testimony and you *could* suddenly "lose the evidence" and quietly pocket a nice nest egg...or get busted by Internal Affairs and have to start over on a new career track.

### Life of Crime

#### Major decision: "The Perfect Crime"

You've just been handed a hot tip that an informant claims will be an easy knockover with loads of cash for the taking. Either the tip is gold, or it's a police sting. An arrest means your family is left at home alone while you're sent off to cool your heels in Sim City Prison for a while. If you succeed, your Charisma and Creativity Skills are enhanced.



## Medicine

### Major Decision: "Malpractice"

A former patient has slapped you with a massive malpractice suit. You can settle immediately by offering a payment equal to 50 percent of the cash in your household account. Or, take the bum to court. Lose, and all your furniture and household goods are repossessed. Win, and you receive a settlement equal to 100 percent of the cash in your household account.

## Military

### Major decision: "Gung Ho"

The general needs volunteers for a highly dangerous mission. You can refuse without penalty. If you accept, and succeed on the mission, you are decorated and immediately promoted to the next level. Failure means a demotion, soldier—you're broken down to the previous level.

## Politics

### Major decision: "Scandal"

An attractive young member of your team also happens to be heir to a fortune. He or she will finance your career advancement if you agree to "private consultations." You can refuse, with no change in status. Otherwise, there are two possible outcomes. You might get away with it and immediately advance two levels. If you're caught, you'll lose your friends when the scandal breaks in the media, and you'll be tossed from the career track to seek another.

## Pro Athlete

### Major Decision: "The Supermatch"

A one-on-one, pay-per-view contest pitting you against your greatest local rival is offered. If you win, it's worth double your paycheck. If you lose, the indignity comes complete with an injury costing you a reduction in your Body Skill along with a drop in Charisma. The player can always refuse at no penalty.

## Science

### Major decision: "The Experiment"

A science research firm is willing to pay you a fat bonus for conducting a complex experiment. However, the work must be conducted at your home, using rats as test subjects. Success means you collect the fee, with a bonus increase in your Logic Skill level. A failed experiment results in a dozen rats escaping into your home. That means a major bill from both your exterminator and your electrician (the rats have chewed through power cords.) Financial damage could be reduced if the Player's Mechanical Skills are strong.

## Xtreme

### Major decision: "Deep Freeze"

An arctic expedition is holding a spot open for you. It's a risky enterprise, so you may refuse. However, for a person in your particular line of work, that refusal will lower your Charisma. If you join the team, and they reach their goal, you will be rewarded with a considerable rise in Charisma. If the mission goes awry, your Sim is "lost on an iceberg" for a period of game time.



## CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER

### On the Job with *The Sims*

#### Introduction

As we discussed earlier in this chapter, career advancement requires periodic increases in one or more of a Sim's skills: Cooking, Mechanical, Charisma, Body, Logic, and Creativity. In addition to skill enhancement, a Sim must develop an ever-increasing circle of friends and family. This is not actually a skill, but it's equally important to career advancement, especially at the upper levels. In the following pictorial diaries, we take you step by step from grunt to big cheese in five of the available careers in *The Sims*. We selected the careers to give you some hands-on experience in each of the six skills.

#### Politics

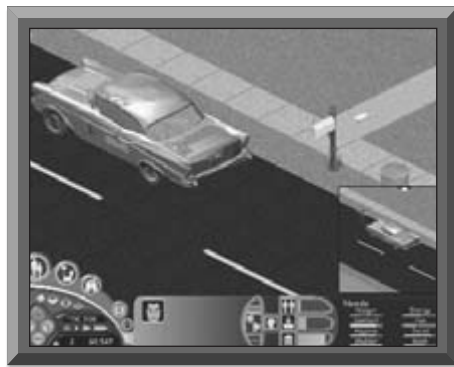
So, you think you're cut out for Sim civil service? If you choose the political track, you'll need lots of Charisma, a little less Logic (after all, it is politics), average amounts of Creativity and Body, and a bunch of friends in low and high places. Put it all together and you can end up as Mayor. But, you've got to start at the bottom as a Campaign Worker. We join our Sim candidate in training as he gets involved in a scandal, followed by a nice promotion (purely coincidental, I'm sure).



Sometimes bad publicity is better than no publicity at all. You increase your Charisma practicing speeches in front of a mirror, but sometimes you get a surprise boost.



A promotion to Lobbyist (Level 3) gives you \$60 more per day and a nice little bonus. Fortunately, you're still keeping banker's hours of 9 a.m. to 3 p.m.



Along with a \$60 raise, you get an upgraded car pool ride. But, for now, it's one more ride in the clunker.



Ah, there's your new ride. It's hardly the lap of luxury, but at least the paint's not peeling.





# Prima's Official Strategy Guide



The loneliness of the aspiring politician. Keep your Charisma points going up by spending long sessions in front of the mirror.



Looking good! But aren't you supposed to donate some of that money to charity?



Regardless of which career you choose, you get some mysterious phone calls in *The Sims*. Some are just silly, while others have hidden meanings. This one could be legitimate, but what if the next call is from the lottery?



Congratulations...we think. Well, maybe this promotion to Campaign Manager is not so good. You'll earn \$70 more per day, but you have to work three more hours. Anyway, the \$860 bonus will buy a new Bachman Wood Beverage Bar.



Now, that you're a Campaign Manager, you need to dress up a little. Don't forget your campaign button!



Nobody likes a loser, especially your boss. If you lose an election, you'll need to work overtime at the mirror to boost your Charisma back up.



City Council here we come! This is your first elected position in the political career, and it means you don't have to work as many hours (that doesn't sound right, does it?). You also get a \$55 raise, and wait until you see your next car pool ride!



That's what I'm talkin' about! A man of your stature needs a classy ride, and now you've got it.





## CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER



Uh-oh, maybe I shouldn't have picked up the phone. He was talking about pizza, right?



Congratulations, you've won your second election, this time to State Assemblyperson. Your workday is an hour longer, but you'll earn an extra \$55. It's all been about Charisma up until now, but you need to increase your Creativity if

you want to get along with state officials. Have you thought about spending your \$1,080 bonus on a piano?



You need more friends as you work your way up the political ladder. But, don't forget to pay attention to the friends you already have!



Another election sends you to Congress, a promotion to Level 7 in the political career. More money, of course, and you cut an hour off your workday.



You need 11 family or friends to make your next promotion to Judge, so plan on having more company around the house. Keep the flies away, or your guests will leave early with a bad attitude, not to mention a bad smell.



You garnered enough friends to get appointed to the bench, but now you need to think logically if you want to take the next step to Senator. A game of chess, anyone?





This sounds like an offer you won't be able to refuse.



So, I can count on your vote for Mayor, right?



Hard to believe you've more than tripled your salary since starting as a Campaign Worker. You have only one more level to go, but first you need a lot more Charisma and a few more friends.



Well, you did it! You made a lot of friends, kissed a lot of babies, and made a few promises you couldn't keep. Congratulations, you are now Mayor!



Good morning, Senator, your limo is waiting.

## Life of Crime

Now that you've clawed your way to the top of the Political career, you are eminently qualified for a Life of Crime. You'll need less Logic and Charisma, but more Creativity and Body points. Fortunately, you won't need as many friends, which is good, because you probably won't make too many in your first job as a Pickpocket.



Starting at the bottom is never easy, but at least you get to wear a cool Zorro mask.



## CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER



It doesn't take long for a Life of Crime to exact a toll on your Body points. As a newly promoted Bagman you get to work the streets, making "deliveries" to less-than-upstanding citizens. You can sleep in, but it's still an eight-hour day, from 11 p.m. to 7 a.m.



Now, you are a Bookie, and you'll need more than brawn to move up from here. You can sleep even later now, and you get a \$75 raise to boot. The next promotion requires an increase in Creativity, so why don't you use some of your \$500 bonus to buy an easel?



Get used to this car—you're stuck with it until Level 6. Hey, don't complain, at least it's not hot.



A promotion to Con Artist shortens your hours and puts an extra \$75 in your pocket each day. But, don't rest on your laurels, you'll need more Charisma and Creativity to earn your next promotion to Getaway Driver.



A Life of Crime isn't so bad. You can eat cake whenever you want it, and you get to wear this cool striped shirt.



Congratulations, you made it all the way to Getaway Driver! All your hours behind the wheel require strength and stamina; and you need to stay awake until 1:00 a.m. every morning. Maybe you should buy an exercise machine with your \$850 bonus. You'll even have enough left for a lava lamp.





Your hard drivin' has earned a promotion to Bank Robber. Now, you're appreciated for more than brawn; you'll need to sharpen up your mental skills for the next step up to Cat Burglar. Guess what? The State Assemblyperson only makes \$10 more than you!



Finally, a decent looking striped car to go with your striped shirt.



Movin' on up to Cat Burglar puts you back on the night shift. No more cushy bank jobs; you'll need to improve your Body conditioning and learn some basic Mechanical skills to maintain the tools of your trade.



After the demands of crawling up the sides of buildings, you are thrilled to settle into the respectable job of being a Counterfeiter. It's all good—you work a six-hour day and earn \$760, more than the Judge who is trying to put you away!



Now, you're a Smuggler, er, make that import/export specialist. The Senator may arrive to work in a limo, but you make \$200 more every day.



As a Criminal Mastermind you have reached an elite group, one of only five careers that earn more than \$1,000 at the top level (\$1,100 to be exact). The money's great, but wait until you see your ride and new threads!



## CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER



A pink suit and a shiny new limo...life is good.

### Science

Enough illegal activities; it's time to embark on a respectable career in Science, where Logic and Creativity are king. Of course, even a geek needs friends, so you need to stay sociable, and as you work your way up from Test Subject to Mad Scientist, your Mechanical aptitude must advance from 0 to 8.



There is an exciting future in the Science career, although it's hard to see it as you don your lab coat, walk to the junker car pool, and head off to your job as a Test Subject. "Gee, I hope they're not testing drain cleaners today."



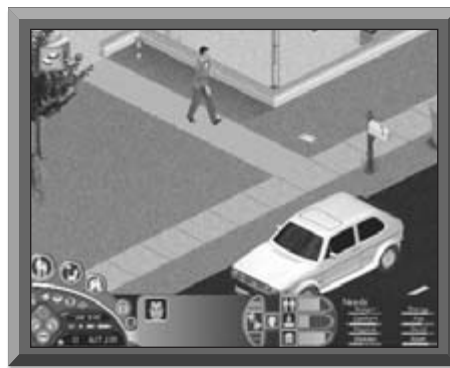
After a few days you get a promotion to Lab Assistant, where you work the graveyard shift cleaning rat cages and fixing lab equipment. Although you got this promotion on your good looks, you'll need some Logic points to move up again.



Your promotion to Field Researcher boosts your salary to \$320, you're upgraded to a Standard Car, and you get to work daytime hours from 9 a.m. to 3 p.m. Now it's time to improve your Logic and Charisma as you prepare for the next level.



As a high-school Science Teacher your salary jumps to \$375. Demonstrate some Creativity and Logic with the students and you could be in line for a promotion to Project Leader.



As a teacher, you trade in your dirty lab coat for a tweed jacket and bow tie to match your respectable car pool ride.





# Prima's Official Strategy Guide



Level 5, Project Leader, boosts your daily salary to \$450. Now fine-tune your Mechanical and Creativity skills.



At \$540, your salary as an Inventor is the second highest of all *The Sims* Level 6 salaries. Mechanical, Logic, and Creativity skills must improve before you receive your next promotion to Scholar.



All that hard work is paying off. Your pay is higher and the hours are shorter (10 a.m. to 3 p.m.), Keep working on your Mechanical, Charisma, and Logic skills to earn your next promotion to Top Secret Researcher.



After you reach Top Secret Researcher, your skills are almost at their peak. Make the jump to Level 9 by improving your Mechanical, Logic, and Creativity skills. Although the friend requirements are the second lowest of all the careers, you still need eight family or friends to become a Theorist.



You're still wearing the same old suit from your high school science class, but at least your car looks better.



And you thought a career in Science would be dull. It takes a week's salary to pay your legal bills.



## CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER



It's a good idea to keep tabs on your relationships as you approach the highest levels of your career. If your popularity slips, you'll get passed by for the next promotion.



You need two more Logic points to move from Level 8 to Level 9, so stay home a few evenings and work on your chess game.



You feel a little guilty about earning \$870 for only four hours work as a Theorist, but don't worry; you'll get over it. Next stop: Mad Scientist, but first you need 10 Logic and Creativity points, and 10 friends.



As a Theorist you get to trade in your tattered tweed jacket for a spiffy black-and-white polo shirt.

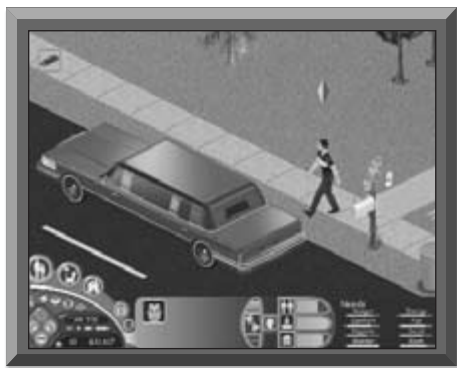


Your friends are enjoying their visit, but judging by the garbage on your kitchen floor, you better keep them outside or their moods might change.



You've made it to the top of the Science profession! As Mad Scientist, you earn \$1,000 per day and a \$2,000 bonus.





Looking more like a golf pro than a Mad Scientist, you stroll out to your new limo, another perk for making it to the top.

## Military

*The Sims* needs a few good men, or women, to enter a Military career. Beginning pay is high, although the highest level is the lowest of all the careers. The good news is that advancement is relatively easy if you work out every day and brush up on your Mechanical and Logic skills. You also need some Charisma to command the troops, and even a soldier needs 10 friends or family to make it all the way to General.



The pay is low, but what other career track uses a Military Jeep for the car pool?



The first promotion to Elite Forces comes quickly. If you don't already have one, use the bonus (plus \$50) to buy an exercise machine. Start working out to increase your Body points for the next promotion.



After honing your body into a lean, mean, fighting machine, you receive a promotion to Drill Instructor. Now, you need to expand your Charisma rating, so you can make nice to the recruits. Your new pay is \$400, tops among all the careers for Level 3. Enjoy it now, because soon you'll sink to the bottom of the pay scale.



Next stop, the Officer's Club. Your new promotion to Junior Officer includes a \$50 pay raise, and you get to sleep an hour later in the morning. You'll need the extra time to learn some Cooking skills and bump up your Body points for the next level.



The Military Jeep looks the same, but now that you're an officer, you get to wear a darker uniform and stylish black undershirt (or is that a mock turtleneck?).





## CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER



This is cool. You are now in Counter-Intelligence, boosting your salary to \$500. You'll be using all kinds of spy gadgets that require advanced Mechanical skills, so you better hit the books tonight.



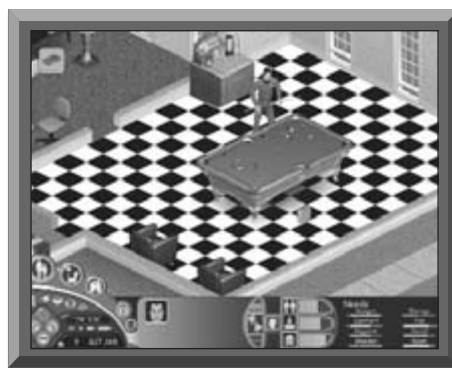
You'd like to go to bed after a hard day at the military base, but first you need to improve your Mechanical skills so you can earn a promotion to Flight Officer.



Your studies paid off and now you are a Flight Officer, making \$550 per day, which is still at the top of *The Sims* pay scale. Bone up on Mechanical and Logic skills for your next promotion to Level 7.



You made it to Senior Officer, but the promotion is bittersweet. After enjoying top wages for the past six levels, your current pay is now the lowest of all Level 7 careers.



Shouldn't you be studying? You need to double your Mechanical skills to be promoted to Commander.



Your promotion to Commander earns you \$600 a day, but even a Counterfeiter makes more than you now. Next step is Astronaut, but you need to improve your Body and Mechanical skills first.



The exercise machine beckons, but for now you must hit the books.



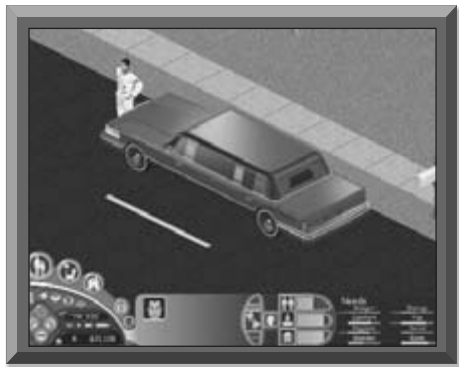
# Prima's Official Strategy Guide



You made Astronaut! All that's left for you is a promotion to General. You'll need to improve four of the six skills, with the biggest jump required in Logic (from six to nine).



That's it, you're top dog now! A promotion to General carries a lot of prestige but only a handful of Simoleans (\$650).



Sitting in your new limo would be a lot more comfortable if you didn't have to wear your space suit.



As a General, it's back to your old uniform, but now you ride in an official staff car.



You're going to Mars! Maybe you should wash your space suit.

## Entertainment

After taking you through the prestigious but low-paying Military career, it's time to reach for the stars in an Entertainment career. If you have what it takes, this is the big money track, with the top position as Superstar paying \$1,400 per day. But, you must start where all aspiring actors start, as a waiter, of course!

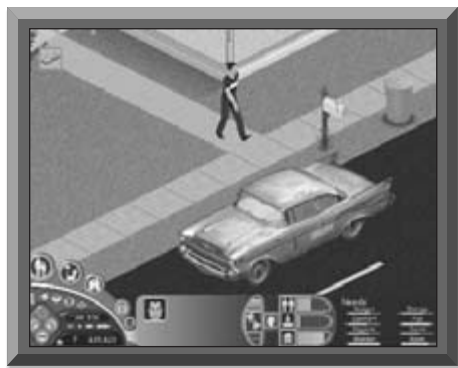


You're at the bottom of *The Sims* pay scale, but don't worry; I think that guy at your table is a director.





## CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER



It doesn't seem right that a future Academy Award winner has to ride to work in a junker.



No more filling ketchup bottles for you, the studio called and you've been hired as an Extra. For now, you're just part of the scenery, but if you work on Charisma, you might get noticed for a speaking part in the next big blockbuster.



Your hard work paid off and now you are a Bit Player. At \$200 per day, you're barely making ends meet, but you can see stardom at the end of the tunnel. Now, it's time to work on your Body and develop a couple of quality relationships.



B-movie industry beckons, but first you need more Charisma, Body, and Creativity points.



Level 5, but take heart, your big payday is coming.



take some time because you need increases in Charisma, Body, Creativity, and friends/family.

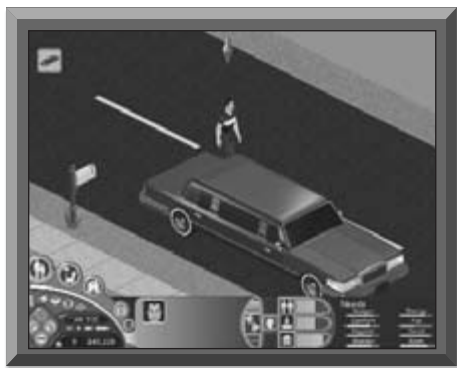
You're not quite a star, but at least you stand in for one. As a Stunt Double you get to use your Body skills to take part in dangerous activities that might otherwise harm a really important actor (as opposed to an unimportant Stunt Double). The

Congratulations, you are now making movies that rarely get shown in theaters. Unless you want to relegate your work to video store shelves, you need to improve your Body and Creativity. At \$375 per day, everyone in *The Sims* makes more than you at

After improving your on-screen skills, you've been promoted to Supporting Player in a major motion picture. Now, the stakes are getting higher, and competition for the next big part is intense. This next promotion may



# Prima's Official Strategy Guide



Even a supporting player gets picked up in a limo. Maybe you need a better wardrobe?



The small screen beckons! You are now a bona fide TV Star. Your hours are a little longer, but finally your paycheck reflects your status. Only two careers in *The Sims* make more than you at Level 7.



The studios are starting to flash the Simoleans. Your promotion to Feature Star includes a whopping raise of \$250 per day, but you're going on the night shift (5 p.m. to 1 a.m.), so you need to alter your Simbiological clock.



Now that you work nights, you need to socialize during the afternoon to expand your circle of friends. This might present a problem if most of your buddies work during the day.



Traveling around the world making movies has been fun, but a promotion to Broadway Star brings you back to live theater. Your salary jumps to \$1,100, and you can leave the graveyard shift behind. Superstar status is just around the corner, but you need dramatic increases in Charisma, Creativity, and friends/family.



If you've been saving your Simoleans, that last \$2,200 bonus should give you enough to buy a hot tub. Ahhh, the life of a movie star!

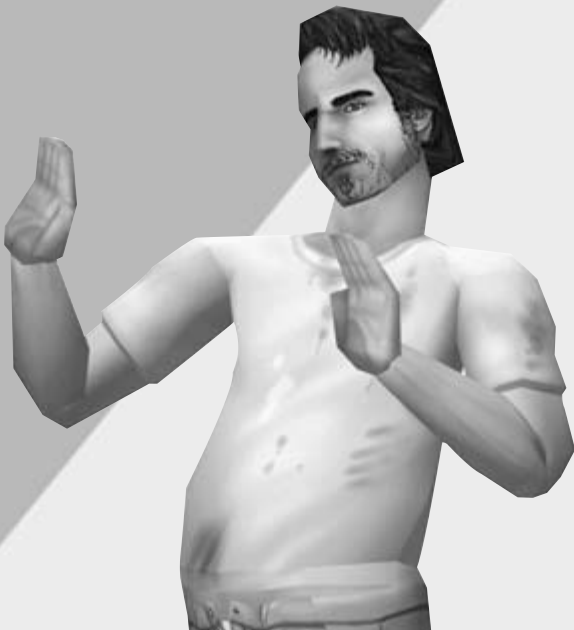


This is what you've been working for—the highest paid position in *The Sims*. A Superstar earns \$1,400 per day, and the \$2,800 bonus isn't bad. Now, fatten up your bank account, build a bigger house, and buy more toys.





# CHAPTER 5: BUILDING A HOUSE





## Introduction

Anyone who has ever built a home knows that the best laid plans of architects can sometimes turn into a house of horrors when the walls start going up. The same holds true in *The Sims*, where you have enough power to build a magnificent dream house or your worst residential nightmare. Limited only by your bank account, you can build a conservative dwelling that is functional above all else, or you can drop a family of eight in the middle of a meadow with only a bathroom and a refrigerator. It's all possible in *The Sims*, but rest assured that your family will deliver a quick—and sometimes scathing—critique when the clock starts ticking on their simulated lives.

In this chapter, we take you through the house design process from terrain preparation to landscaping. For demonstration purposes, we will use just about every building option available. Obviously, you would need a pile of Simoleans to do this in the game. However, we also cover important design considerations that enable you to maximize your Room score, regardless of your budget. In this chapter, we limit our discussion to the available options in Build Mode only. For detailed descriptions of more than 150 *Sims* objects, see the next chapter.

Of course, our suggestions are just the beginning. Sims thrive on the individuality of their creator, and if you want to build dungeons, sprawling compounds, or one-room huts, you have our support and encouragement. Remember, a bad house is no match for the bulldozer—your next house is only a click away!

### TIP

*Don't try to build your dream house at the beginning of the game. It's easier to tear down your original house and start over after you've fattened up your bank account.*

## Design Considerations

Before we introduce you to the various options available in Build Mode, here is a checklist for your basic floor plan. Invariably, your unique family of Sims will make their needs known to you as the game progresses. However, if you follow these house design basics, you should get your family off to a positive start with a minimum of emotional outbursts.

- \* **Don't worry about having room to expand. Build your first house to match the number of Sims in your family.**
- \* **Keep the bathroom centrally located. A door on either side allows quick access for emergencies.**
- \* **If you start with three Sims or more, build one or more half-bathrooms (toilet and sink only) to ease the crunch.**
- \* **Place the house close to the street, so you don't have to do the hundred yard dash to meet your car pool.**
- \* **Allow enough open wall for your kitchen countertops and appliances.**
- \* **Make your kitchen large enough to accommodate a small table and chairs.**
- \* **If you don't want a separate den or family room, make one of the bedrooms large enough to handle a computer desk and chair.**



### Terrain Tools

In most locations, you can build a roomy house on a flat piece of land without having to level the terrain. However, if you want to build a house near the water or at the edge of a hill, you'll need to smooth the sloping tiles before building a wall, as displayed in figure 5-1.

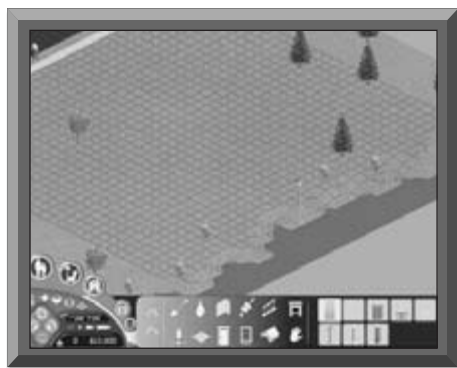


Fig. 5-1. You can't place a wall section until you smooth the slope.

The Terrain Tool (shovel icon) can be a little tricky to master. On level ground, you can place the shovel at any intersection of horizontal and vertical grid lines, and then click to level, lower, or raise the tile. However, sometimes, due to extreme depth or elevation (usually at the edge of a gully or alongside water), you can't access this intersecting point. When this occurs, you receive a message telling you that the tile cannot be modified (figure 5-2).

#### TIP

*The grid lines become noticeably darker when a previously elevated or lowered tile becomes level.*



Fig. 5-2. You cannot level a tile at the water's edge.

In most cases, there is no need to edit the terrain, unless you want to add a sunken hot tub or drop an outdoor play set into a pit. Remember that you must level the ground in the pit before you can place an object (see figure 5-3).



Fig. 5-3. You cannot place the play set until the tiles in the pit are level.

### Wall and Fence Tools

There are several tools here, but your first step is to "frame" your house. Simply place the cursor at any tile intersection. Then click, hold, and drag to place your wall (figure 5-4). When you release the mouse button, the wood framing will change to the type of wall you selected on the Control Panel (see page 52 for descriptions of wall types).





Fig. 5-4. Drag and release to place a wall.

Although you must start a wall at an intersection, you are not limited to square walls. Simply drag the cursor at an angle to create an interesting corner (figure 5-5). However, don't make the angled walls too long. You cannot place doors, windows, or objects on these walls. Also, you cannot connect an angled wall to an existing straight wall inside your house.

## TIP

To delete a wall, hold down the **Ctrl** key, then click and drag on a section of wall.



Fig. 5-5. Angled corners help you transform a boring box into a custom home.

## TIP

Don't worry if you end up with a tree inside the walls of your house. You can build an atrium and keep the tree where it is, or use the Hand Tool to select the tree, and then move or delete it.

## Wall Tool

### Wall Types

NAME	COST (PER SECTION)	DESCRIPTION
White Picket Fence	\$10	Outdoor fencing
Privacy Fence	\$35	8-foot outdoor fence
Monticello Balustrade	\$45	Railings for balconies and stairs
Wrought Iron Balustrade	\$45	Railings for balconies and stairs
Tumbleweed Wooden Column	\$70	Support columns for second stories or patio covers
Wall Tool	\$70	Basic unfinished wall
The Zorba Ionic Column	\$80	Classic, white Graeco-Roman column
Chester Brick Column	\$100	All brick, squared off column

## TIP

Columns are not restricted to outside use. Try using the Zorba Ionic Column to create a beautiful entry from the living room into a formal dining room.

## Door and Window Tools

### Door Tool

Sims are very active. They seek the best path for their current task, and they think nothing of going out one exterior door and back in through another, if it's the best route. The least expensive Walnut Door (figure 5-6) is only \$100, but because it is solid, your Room score does not benefit from outside light. If at all possible, invest in one of the windowed doors, and ideally, pick the multi-paned Monticello Door for maximum light.



Fig. 5-6. The Walnut Door gives your Sims privacy, but it doesn't allow outside light to improve your Room score.

### Door Types

NAME	COST	NOTES
Walnut Door	\$100	Solid door without windows
Maple Door Frame	\$150	Wooden door frame for rooms that do not require total privacy
Federal Lattice Window Door	\$200	Glass panes in the upper half of door
Windsor Door	\$300	Designer leaded glass door
Monticello Door	\$400	7 rows of 3 panes, topped with a 6-pane half circle, allow maximum light to flow into your home

### Window Tool

Let the sun shine in to pump up your Room score. Sims love light, so install plenty of windows from the start. Simply click on the selected window and place it on any right-angle wall (remember, you cannot place doors, windows, or objects on a diagonal wall). Window style is strictly personal—all windows exert the same positive effect on the Room score.

### TIP

*For aesthetic value, match your windows to your door style, such as the Monticello Door with Monticello Windows, as pictured in figure 5-7.*



Fig. 5-7. Monticello Doors and Windows provide maximum light.



## Window Types

NAME	COST	DESCRIPTION
Single-Pane Fixed Window	\$50	This economy window still lets in the sun.
Single-Hung Window	\$55	This looks good over the kitchen sink.
Privacy Window	\$60	Tired of the neighborhood peeping Toms? This window is positioned higher on the wall.
Plate Glass Window	\$65	This one's strictly glass from floor to ceiling.
El Sol Window	\$80	This round ornamental window is a nice change from square and rectangular styles.
Monticello Window	\$110	Use as a bedroom window to complement the Monticello door.
Windsor Window	\$120	This ornamental natural wood window adds turn-of-the-century character to your home.
Monticello Window Full-Length	\$200	This dramatic window looks beautiful on either side of a Monticello door.



## Floor Tool

Unless you like grass in your living room, use the Floor Tool to lay some flooring inside your house. *The Sims* also includes outdoor flooring that works well in patios, backyard barbecue areas, or as pathways to a pool or play area. One tile covers a single grid, and you can quickly finish an entire room with a single shift-click. The price range for floor coverings is \$10–\$20, and you have a selection of 29 different styles/colors.

### TIP

*When you lay flooring inside a room with angled walls, half of the floor tiles appear on the other side of the wall, in another room or outside the house (see figure 5-8). To remove these outside tiles, place any floor type over the tiles, hold down the **Ctrl** key, and then click to delete them. The flooring on the other side of the wall remains undisturbed.*

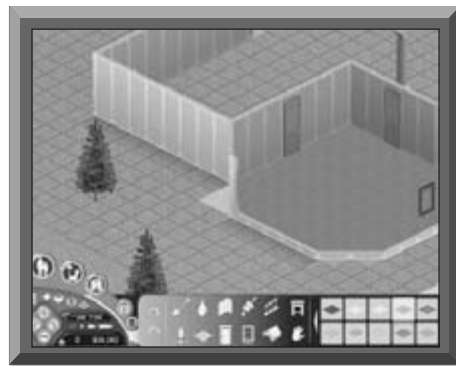


Fig. 5-8. After you finish the inside flooring, go back and delete the external tiles.

### NOTE

*You can use any type of flooring inside or outside.*

## Flooring Types

- **Carpeting (7)**
- **Cement (1)**
- **Ceramic Tile-Small Tiles (3)**
- **Checkerboard Linoleum (1)**
- **Clay Paver Tiles (1)**
- **Colored Pavement (1)**
- **Granite (2)**
- **Gravel (1)**
- **Hardwood Plank (1)**
- **Inlaid Hardwood (1)**
- **Italian Tile (1)**
- **Poured Concrete (1)**
- **Shale (1)**
- **Striped Pavement (2, Both Directions)**
- **Tatami Mats (2)**
- **Terracotta Tile (1)**
- **Wood Parquet (2)**

## Wallpaper Tool



Fig. 5-9. Use the Wallpaper Tool to create a different mood in every room.

There are 30 different indoor/outdoor wall coverings in *The Sims*, and just as with floor coverings, you are limited only by your budget and sense of style. Prices range from \$4 for basic wallpaper to \$14 for granite block. If you change your mind after putting up the wallpaper, you can rip it down and get your money back by holding down the **Ctrl** key and clicking on the ugly panel.

## Wallpaper Types

- **Adobe (1)**
- **Aluminum Siding (1)**
- **Brick (2)**
- **Granite (1)**
- **Interior Wall Treatments (6 Fabric and Paint Combinations)**
- **Japanese Paper/Screens (4)**
- **Paint (4)**
- **Plaster (1)**
- **Stucco (1)**
- **Tudor (1)**
- **Wainscoting (1)**
- **Wallpaper (4)**
- **Wood Clapboard (1)**
- **Wood Paneling (1)**
- **Wood Shingles (1)**

## Stair Tool

You may not plan to build a second story immediately, but it's still a good idea to place your staircase before you start filling your house with objects. Choose from four staircases, two at \$900 and two at \$1,200. But, no matter how much you spend, they still get your Sims up and down the same way.

Style is considerably less important than function. You don't want to interrupt the traffic flow inside your house, especially to critical rooms such as the bathroom and kitchen. For this reason, staircases work well against a wall, where they are out of the way, or between two large, open rooms, such as the kitchen and family room (figure 5-10).



Fig. 5-10. Both of these placements keep the staircases out of the main traffic patterns.

If you don't have the money to finish the second story, just place the staircase and forget about it. The Sims won't go upstairs until you add a second story. After the staircase is positioned, the process for building a second story is exactly the same as building the first floor. The only obvious difference is that the buildable wall space extends out one square beyond the walls on the first floor. This allows you to squeeze a little extra space for a larger room or balcony.

## Roof Tool

Although it is much easier to play *The Sims* using the Walls Cutaway or Walls Down options on the Control Panel, you will want to step back and enjoy your masterpiece in all of its crowning glory. The Roof Tool allows you to select a Shallow, Medium, or Steep Pitch for your roof, and choose from a selection of four roof patterns.



Fig. 5-11. Our house has a Steep Pitch with dark roof tiles.

## Water Tools

Now that you have walls, floors, and doors, it's time to add a pool. Of course, this isn't a necessity, but your Sims love to swim, and it's an easy way to add important Body points. After placing your pool, don't forget to add a diving board so your Sims can get in, and a ladder so they can climb out. As you build your pool, the Water Tool places light-colored cement squares as decking. You can go back and cover these tiles with the outdoor surface of your choice, as displayed in figure 5-12. You can also add fencing around your deck to give your pool a more finished look.



Fig. 5-12. With the pool and decking in place, you have room to add an outdoor barbecue and beverage cart.

## Fireplace Tool



Fig. 5-13. It looks innocent enough, but a roaring fire can turn nearby objects or Sims into a deadly inferno.

When placed safely out of the way of flammable objects, a fireplace adds a major boost to the Room score. However, it can be a dangerous fire hazard if Sims wander too close, so give it a wide berth when a fire is roaring.

## Plant Tool

Now, it's time to put the finishing touches on the exterior of your house. Using the Plant Tool, you can select from 14 different plants, priced from \$5 for Wildflowers to \$300 for an Apple Tree. The following types of vegetation are included:

### Plant Types

- **Flowers (4)**
- **Bushes (1)**
- **Hedges (2)**
- **Shrubs (2)**
- **Trees (5)**

Let your green thumb go wild, but don't forget that only trees and shrubs will thrive without regular watering. If you want colorful flowers, you'll probably need to hire a Gardener.



Fig. 5-14. This colorful landscaping will require the services of a Gardener, or a Sim with a lot of time to kill.

## Special Editing Tools

In addition to the building tools described above, there are two other options on the Build Mode Control Panel. The curved arrows pictured at the bottom corner of figure 5-15 allow you to undo or repeat your last action(s). This is a quick way to delete unwanted items.



Fig. 5-15. Click Undo Last to reverse your most recent actions.



If the undo button is unavailable, you can click on the Hand Tool, select any object, and then press the Delete key to sell it back. For directions on how to delete walls, wall coverings, and floor coverings, see the appropriate sections in this chapter.



Fig. 5-16. Select an item with the Hand Tool, then press Delete to make it go away.







# CHAPTER 6: MATERIAL SIMS



## Introduction

This chapter covers the eight categories of objects available in Buy Mode: Seating, Surfaces, Decorative, Electronics, Appliances, Plumbing, Lighting, and Miscellaneous. Every object is listed with its purchase price, related Motives, and Efficiency ratings. You can shop 'til you drop, but it's more important to buy smart than to buy often. Our comprehensive Buying Guide is just ahead, but first let's study some important factors that impact your spending habits.

## Buying for Needs, Instead of Needing to Buy

If you select a ready-made house for your new Sim family, you acquire walls, floors, and a roof, but little else. The house is empty, with nary a toilet, bed, or refrigerator in sight. Depending upon how much you spent on the house, you'll have a few thousand Simoleans to use in Buy Mode, where you can purchase more than 150 objects. Most objects affect your Sims' environment in positive ways. However, not every object is a necessity. In fact, if you are a recovering shopping channel addict, this is not a good time to fall off your wallet. Make your first purchases with The Sims' Motives (or Needs) in mind. You can review your Sims' current Needs state by clicking on the Mood icon. We provide detailed descriptions in the Motives chapter, but for now, here is a basic shopping list that will help you get your Sims' Need bars out of the red zone during the early stages of a game.

### TIP

*In most instances, an expensive item has a greater impact on the related Need bar than an economy model. For example, a \$300 cot gives your Sim a place to crash, but a \$3,000 Mission Bed provides more Comfort and lets your Sim get by on less sleep. As an added bonus, the top-of-the-line bed also adds to the overall Room score.*



Fig. 6-1. Despite logging only five hours of sleep, Bella is feeling pretty good, thanks to her \$3000 Mission bed.



Fig. 6-2. A big-screen TV is fun for your Sims, but also for the neighbors, who will often hang out, and boost your Social score.



NEED	ITEM	EXPLANATION
Hunger	Refrigerator, Food Processor, Stove	A refrigerator alone will sustain life, but you will greatly improve the quality of Sim meals by using a food processor and stove. However, there is a risk of fire if your Sim doesn't have at least two Cooking Skill points.
Comfort	Bed, Chairs	Sims will sleep anywhere when they are tired, but a bed is highly recommended for sleeping, and you'll need chairs (for eating and working at the computer), and a couch for napping. A bathtub provides a little extra comfort for your Sims, but it isn't critical, provided you have a shower.
Hygiene	Sink, Shower	Dirty Sims spend a lot of time waving their arms in the air to disperse their body odor. Not a pretty sight. Fortunately, a sink and shower go a long way toward improving their state of mind (not to mention the smell).
Bladder	Toilet	When you gotta go, you gotta go. Sims prefer using a toilet, but if one is not available, they will relieve themselves on the floor. This not only causes great shame and embarrassment, but someone in your family will have to clean up the mess. It's also very bad for your Hygiene levels.
Energy	Bed	If you don't want to spawn a family of insomniacs, buy a sufficient number of beds for your Sims. A shot of coffee or espresso provides a temporary Energy boost, but it is definitely not a long-term solution.
Fun	TV	The boob tube is the easiest and cheapest way to give your Sims a break from their daily grinds. You can add other, more exciting, items later, but this is your best choice early on.
Social	Telephone	Ignore this for a short time while you focus on setting up your house. However, don't force your Sims into a solitary lifestyle. Other Sims may walk by the house, but you'll have better results after buying a telephone, so that you can invite people over and gain Social points when they arrive.
Room	Windows, Lamps, Decorations, Landscaping	Sims like plenty of light, from windows during the day and artificial lighting at night. Table Lamps are the cheapest, but they can only be placed on raised surfaces. As your game progresses, you can add decorations and landscaping to boost the Room score.

## Sims Can Be Hard to Please

Given a fat bank account, it would seem that you can always cheer up your Sims with a few expensive purchases. Not exactly. While you are spending your hard-earned Simoleans, the Sims are busy comparing everything that you buy to everything they already own. If you fail to keep your Sims in the manner to which they are accustomed, their responses to your new objects may be indifferent or even downright negative. Every time you make a purchase, the game uses an assessment formula to calculate your Sim's response. The logic goes like this:



Fig. 6-3. Compared to the \$2,100 "Snails With Icicles in Nose," this \$45 clown picture doesn't quite stack up.

- **Calculates the average value of everything in your house (including outdoor items).**
- **Subtracts 10 percent of the new object's value for each existing copy of the same item. Don't expect your family members to jump for joy if you add a hot tub to every room in the house.**
- **Compares the value of the new object with all existing objects in your house. If the new purchase is worth 20 percent or more above the average value of current items, the Sim exhibits a positive response by clapping.**
- **If the new object is within 20 percent (above or below) of the current average value of all items in your household, the Sim gives you an uninspired shrug.**
- **If the new object is less than 20 percent below the average value, your Sim waves it off and you'll see a red X through the object.**

## Your Diminishing Net Worth

When times are tough, you may need to raise cash by selling objects in your house. With rare exception, you will never match your initial investment, thanks to instant depreciation, and as time goes on, your belongings continue to lose value until they reach their depreciation limits. The following table lists every object in *The Sims* (alphabetically), including purchase price and depreciated values.

### TIP

*Although depreciation reduces the value of your furnishings over time, there is a buyer's remorse period when you can return the item for full value (if it has been less than 24 hours since you purchased it). So, if you have second thoughts about that new hot tub, simply select the item and hit the Delete key to get your money back.*



Fig. 6-4. This Pyrotorre Gas Range is \$1,000 new, but after depreciation it's worth only \$790.



## Object Depreciation

NAME	PURCHASE PRICE	INITIAL DEPRECIATION	DAILY DEPRECIATION	DEPRECIATION LIMIT
Alarm: Burglar	\$250	\$62	\$2	\$50
Alarm: Smoke	\$50	\$12	\$0	\$10
Aquarium	\$200	\$30	\$2	\$80
Bar	\$800	\$120	\$8	\$320
Barbecue	\$350	\$70	\$4	\$105
Basketball Hoop (Cheap Eaze)	\$650	\$98	\$6	\$260
Bed: Double	\$450	\$68	\$4	\$180
Bed: Double (Mission)	\$3,000	\$450	\$30	\$1,200
Bed: Double (Napoleon)	\$1,000	\$150	\$10	\$400
Bed: Single (Spartan)	\$300	\$45	\$3	\$120
Bed: Single (Tyke Nyte)	\$450	\$68	\$4	\$180
Bench: Garden	\$250	\$38	\$2	\$100
Bookshelf: Amishim	\$500	\$75	\$5	\$200
Bookshelf: Libri di Regina	\$900	\$135	\$9	\$360
Bookshelf: Pine	\$250	\$38	\$2	\$100
Chair: Deck (Survivall)	\$150	\$22	\$2	\$60
Chair: Dining (Empress)	\$600	\$90	\$6	\$240
Chair: Dining (Parisienne)	\$1,200	\$180	\$12	\$480
Chair: Dining (Teak)	\$200	\$30	\$2	\$80
Chair: Dining (Werkbunnst)	\$80	\$12	\$1	\$32
Chair: Living Room (Citronel)	\$450	\$68	\$4	\$180
Chair: Living Room (Country Class)	\$250	\$38	\$2	\$100
Chair: Living Room (Sarrbach)	\$500	\$75	\$5	\$200
Chair: Living Room (Wicker)	\$80	\$12	\$1	\$32
Chair: Office	\$100	\$15	\$1	\$40



# Prima's Official Strategy Guide

NAME	PURCHASE PRICE	INITIAL DEPRECIATION	DAILY DEPRECIATION	DEPRECIATION LIMIT
Chair: Recliner (Back Slack)	\$250	\$38	\$2	\$100
Chair: Recliner (Von Braun)	\$850	\$128	\$8	\$340
Chess Set	\$500	\$75	\$5	\$200
Clock: Alarm	\$30	\$4	\$0	\$12
Clock: Grandfather	\$3,500	\$525	\$35	\$1,400
Coffee: Espresso Machine	\$450	\$90	\$4	\$135
Coffeemaker	\$85	\$17	\$1	\$26
Computer (Brahma 2000)	\$2,800	\$700	\$28	\$560
Computer (Marco)	\$6,500	\$1,625	\$65	\$1,300
Computer (Microscotch)	\$1,800	\$450	\$18	\$360
Computer (Moneywell)	\$999	\$250	\$10	\$200
Counter: Bath (Count Blanc)	\$400	\$60	\$4	\$160
Counter: Kitchen (Barcelona: In)	\$800	\$120	\$8	\$320
Counter: Kitchen (Barcelona: Out)	\$800	\$120	\$8	\$320
Counter: Kitchen (NuMica)	\$150	\$22	\$2	\$60
Counter: Kitchen (Tiled)	\$250	\$38	\$2	\$100
Desk (Cupertino)	\$220	\$33	\$2	\$88
Desk (Mesquite)	\$80	\$12	\$1	\$32
Desk (Redmond)	\$800	\$120	\$8	\$320
Dishwasher (Dish Duster)	\$550	\$110	\$6	\$165
Dishwasher (Fuzzy Logic)	\$950	\$190	\$10	\$285
Dollhouse	\$180	\$27	\$2	\$72
Dresser (Antique Armoire)	\$1,200	\$180	\$12	\$480
Dresser (Kinderstuff)	\$300	\$45	\$3	\$120



## CHAPTER 6: MATERIAL SIMS

NAME	PURCHASE PRICE	INITIAL DEPRECIATION	DAILY DEPRECIATION	DEPRECIATION LIMIT
Dresser (Oak Armoire)	\$550	\$82	\$6	\$220
Dresser (Pinegulcher)	\$250	\$38	\$2	\$100
Easel	\$250	\$38	\$2	\$100
Exercise Machine	\$700	\$105	\$7	\$280
Flamingo	\$12	\$2	\$0	\$5
Food Processor	\$220	\$44	\$2	\$66
Fountain	\$700	\$105	\$7	\$280
Fridge (Freeze Secret)	\$2,500	\$500	\$25	\$750
Fridge (Llamark)	\$600	\$120	\$6	\$180
Fridge (Porcina)	\$1,200	\$240	\$12	\$360
Hot Tub	\$6,500	\$1,300	\$65	\$1,950
Lamp: Floor (Halogen)	\$50	\$8	\$0	\$20
Lamp: Floor (Lumpen)	\$100	\$15	\$1	\$40
Lamp: Floor (Torchosteronne)	\$350	\$52	\$4	\$140
Lamp: Garden	\$50	\$7	\$1	\$20
Lamp: Love n' Haight Lava	\$80	\$12	\$1	\$32
Lamp: Table (Antique)	\$300	\$45	\$3	\$120
Lamp: Table (Bottle)	\$25	\$4	\$0	\$10
Lamp: Table (Ceramiche)	\$85	\$13	\$1	\$34
Lamp: Table (Elite)	\$180	\$27	\$2	\$72
Medicine Cabinet	\$125	\$19	\$1	\$50
Microwave	\$250	\$50	\$2	\$75
Mirror: Floor	\$150	\$22	\$2	\$60
Mirror: Wall	\$100	\$15	\$1	\$40
Phone: Tabletop	\$50	\$12	\$0	\$10
Phone: Wall	\$75	\$19	\$1	\$15
Piano	\$3,500	\$525	\$35	\$1,400
Pinball Machine	\$1,800	\$450	\$18	\$360
Plant: Big (Cactus)	\$150	\$22	\$2	\$60
Plant: Big (Jade)	\$160	\$24	\$2	\$64
Plant: Big (Rubber)	\$120	\$18	\$1	\$48





# Prima's Official Strategy Guide

NAME	PURCHASE PRICE	INITIAL DEPRECIATION	DAILY DEPRECIATION	DEPRECIATION LIMIT
Plant: Small (Geranium)	\$45	\$7	\$0	\$18
Plant: Small (Spider)	\$35	\$5	\$0	\$14
Plant: Small (Violets)	\$30	\$4	\$0	\$12
Play Structure	\$1,200	\$180	\$12	\$480
Pool Table	\$4,200	\$630	\$42	\$1,680
Shower	\$650	\$130	\$6	\$195
Sink: Bathroom Pedestal	\$400	\$80	\$4	\$120
Sink: Kitchen (Double)	\$500	\$100	\$5	\$150
Sink: Kitchen (Single)	\$250	\$50	\$2	\$75
Sofa (Blue Pinstripe)	\$400	\$60	\$4	\$160
Sofa (Contempto)	\$200	\$30	\$2	\$80
Sofa (Country)	\$450	\$68	\$4	\$180
Sofa (Deiter)	\$1,100	\$165	\$11	\$440
Sofa (Dolce)	\$1,450	\$218	\$14	\$580
Sofa (Recycled)	\$180	\$27	\$2	\$72
Sofa (SimSafari)	\$220	\$33	\$2	\$88
Sofa: Loveseat (Blue Pinstripe)	\$360	\$54	\$4	\$144
Sofa: Loveseat (Contempto)	\$150	\$22	\$2	\$60
Sofa: Loveseat (Country)	\$340	\$51	\$3	\$136
Sofa: Loveseat (Indoor-Outdoor)	\$160	\$24	\$2	\$64
Sofa: Loveseat (Luxuriare)	\$875	\$131	\$9	\$350
Stereo (Strings)	\$2,550	\$638	\$26	\$510
Stereo (Zimantz)	\$650	\$162	\$6	\$130
Stereo: Boom Box	\$100	\$25	\$1	\$20
Stove (Dialectric)	\$400	\$80	\$4	\$120
Stove (Pyrotorre)	\$1,000	\$200	\$10	\$300
Table: Dining (Colonial)	\$200	\$30	\$2	\$80
Table: Dining (Mesa)	\$450	\$68	\$4	\$180



## CHAPTER 6: MATERIAL SIMS

NAME	PURCHASE PRICE	INITIAL DEPRECIATION	DAILY DEPRECIATION	DEPRECIATION LIMIT
Table: Dining (NuMica)	\$95	\$14	\$1	\$38
Table: Dining (Parisienne)	\$1,200	\$180	\$12	\$480
Table: End (Anywhere)	\$120	\$18	\$1	\$48
Table: End (Imperious)	\$135	\$20	\$1	\$54
Table: End (KinderStuff)	\$75	\$11	\$1	\$30
Table: End (Mission)	\$250	\$38	\$2	\$100
Table: End (Pinegulcher)	\$40	\$6	\$0	\$16
Table: End (Sumpto)	\$300	\$45	\$3	\$120
Table: End (Wicker)	\$55	\$8	\$1	\$22
Table: Outdoor (Backwoods)	\$200	\$30	\$2	\$80
Toaster Oven	\$100	\$20	\$1	\$30
Toilet (Flush Force)	\$1,200	\$240	\$12	\$360
Toilet (Hygeia-O-Matic)	\$300	\$60	\$3	\$90
Tombstone/Urn	\$5	\$1	\$0	\$2
Toy Box	\$50	\$8	\$0	\$20
Train Set: Large	\$955	\$239	\$10	\$191
Train Set: Small	\$80	\$20	\$1	\$16
Trash Compactor	\$375	\$75	\$4	\$112
Tub (Hydrothera)	\$3,200	\$640	\$32	\$960
Tub (Justa)	\$800	\$160	\$8	\$240
Tub (Sani-Queen)	\$1,500	\$300	\$15	\$450
TV (Monochrome)	\$85	\$21	\$1	\$17
TV (Soma)	\$3,500	\$875	\$35	\$700
TV (Trotto)	\$500	\$125	\$5	\$100
VR Glasses	\$2,300	\$575	\$23	\$460



## The Sims Buying Guide

The following sections represent the eight item categories that appear when you click the Buy Mode button on the control panel. We've added a few subcategories to make it easier to find a specific object. The Efficiency Value (1–10) indicates how well the item satisfies each Motive. You get what you pay for in *The Sims*, so an \$80 chair doesn't quite stack up to an \$850 recliner when it comes to boosting your Comfort level, and it cannot restore Energy.

### Seating

#### Chairs

There are three types of chairs in *The Sims*: movable, stationary, and reclining. Any chair will function at a desk or table for eating and using objects. If your budget is tight, you can also use cheaper chairs for watching TV or reading, but their Comfort ratings are very low. You can use high-ticket dining room chairs at the computer, but that is probably overkill. You are better off placing them in the dining room where you receive greater benefit from their enhanced Room ratings.

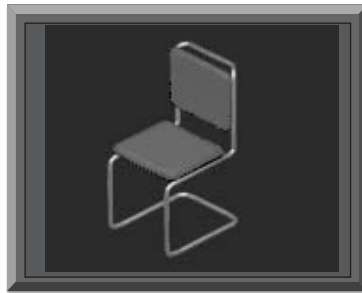
Stationary chairs are cushier and nicely upholstered (depending on your taste, of course), and they usually provide more comfort. Finally, the reclining chairs are top of the line, giving you increased comfort and the added benefit of being able to catch a few Zs in the reclining position.



### TIP

*especially around tables. A Sim will not move a chair sideways, only forward and backward. So, position the chair properly or the Sim will not be able to use the table (or what is on it). Also, be careful not to trap a Sim in a corner when a chair is pulled out. For example, if a child is playing with a train set in the corner of the room, and another Sim pulls out a chair to use the computer, the child would be trapped in the corner until the computer user is finished.*

#### Werkbunnst All-Purpose Chair



Type: Movable

Cost: \$80

Motive: Comfort (2)

#### Posture Plus Office Chair



Type: Movable

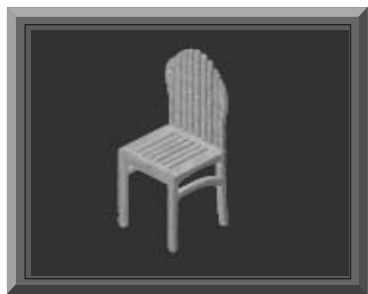
Cost: \$100

Motive: Comfort (3)



## CHAPTER 6: MATERIAL SIMS

### Deck Chair by Survivall

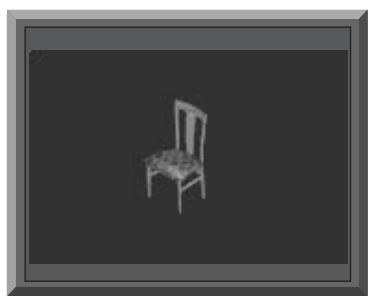


Type: Movable

Cost: \$150

Motive: Comfort (3)

### Touch of Teak Dinette Chair



Type: Movable

Cost: \$200

Motive: Comfort (3)

### Empress Dining Room Chair

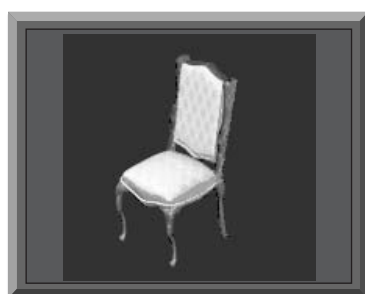


Type: Movable

Cost: \$600

Motives: Comfort (4),  
Room (2)

### Parisienne Dining Chair

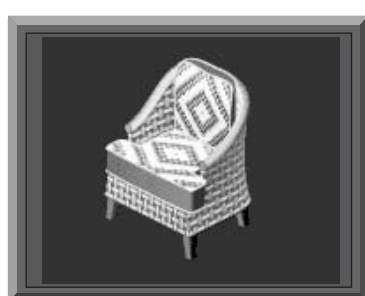


Type: Movable

Cost: \$1,200

Motives: Comfort (6),  
Room (3)

### Sioux City Wicker Chair

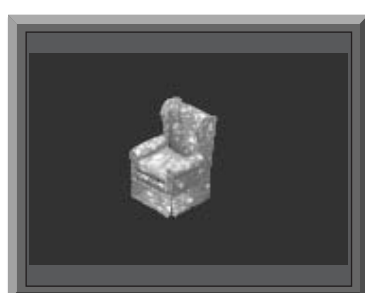


Type: Stationary

Cost: \$80

Motive: Comfort (2)

### Country Class Armchair

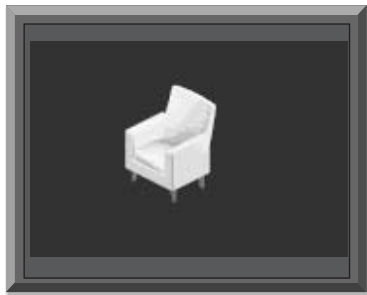


Type: Stationary

Cost: \$250

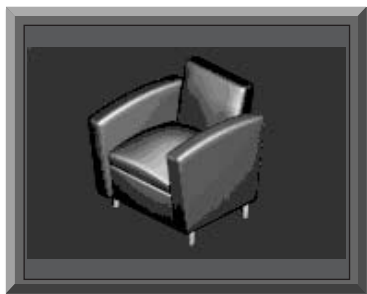
Motive: Comfort (4)

### **“Citronel” from Chiclettina Inc.**



Type: Stationary  
Cost: \$450  
Motive: Comfort (6)

### **“The Sarrbach” by Werkbunnst**



Type: Stationary  
Cost: \$500  
Motive: Comfort (6)

### **“Back Slack” Recliner**



Type: Recliner  
Cost: \$250  
Motives: Comfort (6),  
Energy (3)

### **“Von Braun” Recliner**



Type: Recliner  
Cost: \$850  
Motives: Comfort (9),  
Energy (3)

### **Couches**

Sitting down is fine for reading, eating, or working, but for serious vegging, your Sims need a good couch. When selecting a couch, function is more important than quality. If you are looking for a place to take naps, pay more attention to the Energy rating than the Comfort or Room ratings. A multipurpose couch should have good Energy and Comfort ratings. However, if you are furnishing your party area, select one that looks good, thereby enhancing your Room rating. Stay away from the cheapest couches (under \$200). For a few extra dollars, a medium-priced couch will make your Sims a lot happier. When you're flush with Simoleans, don't forget to dress up your garden with the outdoor bench. You can't sleep on it, but it looks great.

### **Contempto Loveseat**

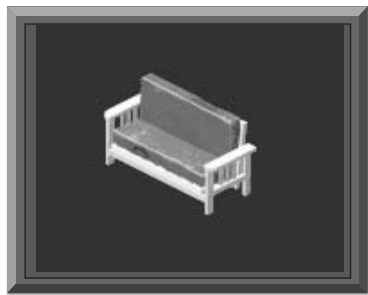


Cost: \$150  
Motives: Comfort (3),  
Energy (4)



## CHAPTER 6: MATERIAL SIMS

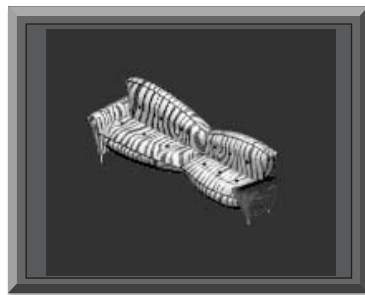
### Indoor-Outdoor Loveseat



Cost: \$160

Motives: Comfort (3),  
Energy (4)

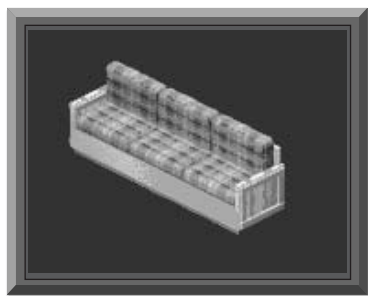
### SimSafari Sofa



Cost: \$220

Motives: Comfort (3),  
Energy (5)

### Recycled Couch



Cost: \$180

Motives: Comfort (2),  
Energy (5)

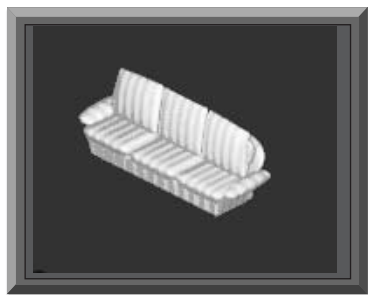
### Parque Fresco del Aire Bench



Cost: \$250

Motive: Comfort (2)

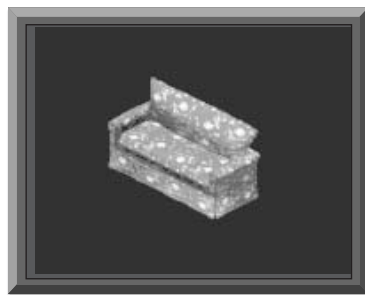
### Contempto Couch



Cost: \$200

Motives: Comfort (3),  
Energy (5)

### Country Class Loveseat

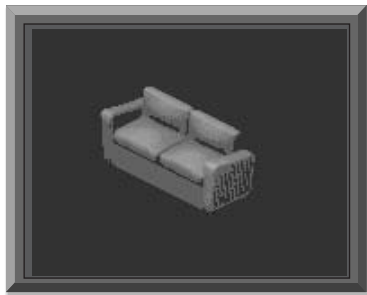


Cost: \$340

Motives: Comfort (5),  
Energy (4)



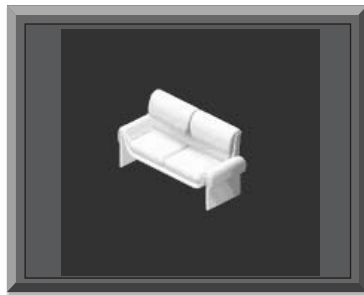
## Pinstripe Loveseat from Zecutime



Cost: \$360

Motives: Comfort (5),  
Energy (4)

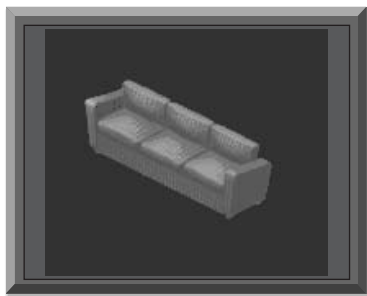
## Luxuriare Loveseat



Cost: \$875

Motives: Comfort (8),  
Energy (4), Room (2)

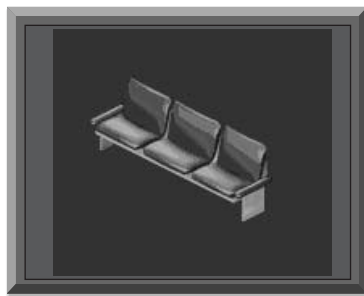
## Pinstripe Sofa from Zecutime



Cost: \$400

Motives: Comfort (5),  
Energy (5)

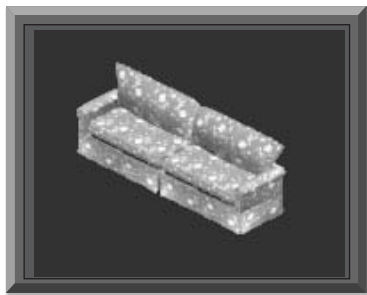
## “The Deiter” by Werkbunnst



Cost: \$1,100

Motives: Comfort (8),  
Energy (5), Room (3)

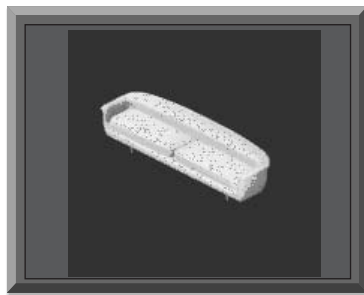
## Country Class Sofa



Cost: \$450

Motives: Comfort (5),  
Energy (5)

## Dolce Tutti Frutti Sofa



Cost: \$1,450

Motives: Comfort (9),  
Energy (5), Room (3)



### Beds

Getting enough sleep can be one of the most frustrating goals in *The Sims*, especially if there is a new baby in the house, or your car pool arrives at some ungodly hour of the morning. In the early stages of a game, it is not important to spend a bundle of money on a designer bed. However, an upgrade later on is well worth the money, because a top-of-the-line bed recharges your Energy bar faster.

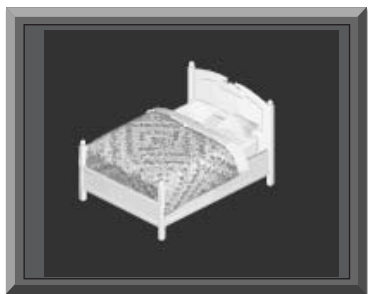
#### Spartan Special



Cost: \$300

Motives: Comfort (6),  
Energy (7)

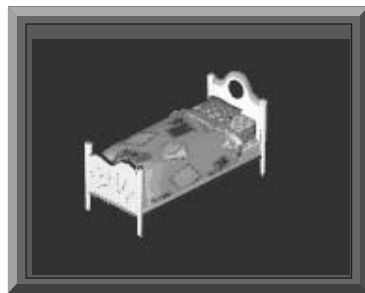
#### Cheap Eazzzzze Double Sleeper



Cost: \$450

Motives: Comfort (7),  
Energy (8)

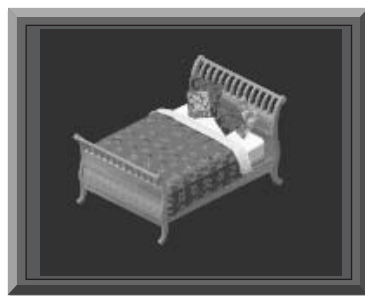
#### Tyke Nyte Bed



Cost: \$450

Motives: Comfort (7),  
Energy (7)

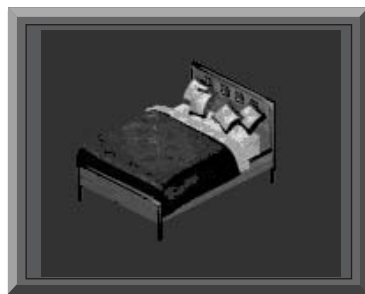
#### Napoleon Sleigh Bed



Cost: \$1,000

Motives: Comfort (8),  
Energy (9)

#### Modern Mission Bed



Cost: \$3,000

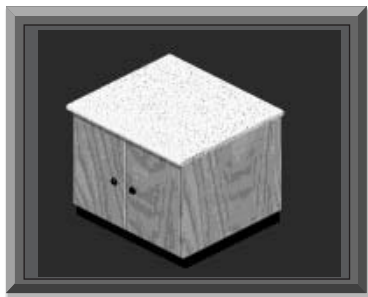
Motives: Comfort (9),  
Energy (10), Room (3)

## Surfaces

Sims will eat or read standing up if they have to, but they won't be particularly happy about it. Sitting at a table while eating a meal bolsters a Sim's Comfort. Since your Sims have to eat to satisfy Hunger, they might as well improve Comfort, too. Many objects require elevated surfaces, so allow enough room for nightstands (alarm clock, lamps), tables (computer), and countertops (microwave, coffeemaker, etc.), when you design the interior of your house. Also, your Sims cannot prepare food on a table, so provide ample countertop space in the kitchen, or you may find them wandering into the bathroom to chop veggies on the counter (hair in the soup—yummy!).

### Countertops

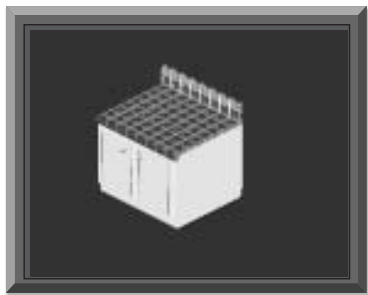
#### NuMica Kitchen Counter



Cost: \$150

Motive: None

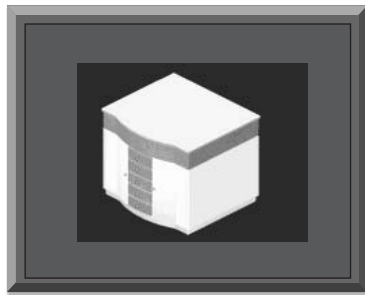
#### Tiled Counter



Cost: \$250

Motive: None

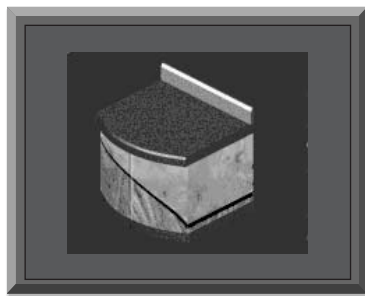
#### Count Blanc Bathroom Counter



Cost: \$400

Motive: None

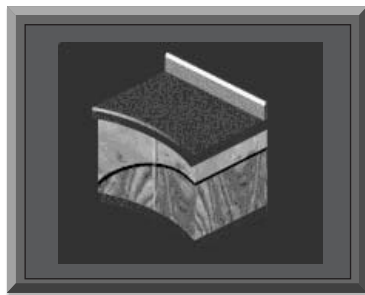
#### "Barcelona" Outcurve Counter



Cost: \$800

Motive: Room (2)

#### "Barcelona" Incurve Counter



Cost: \$800

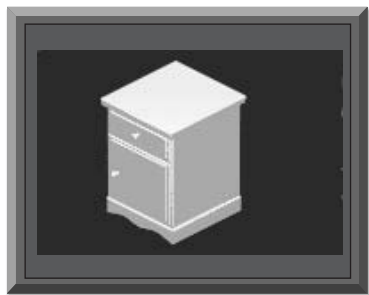
Motive: Room (2)



## CHAPTER 6: MATERIAL SIMS

### End Tables

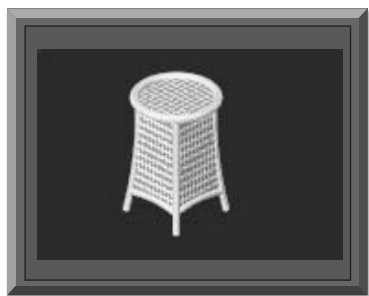
#### Pinegulcher End Table



Cost: \$40

Motive: None

#### Wicker Breeze End Table



Cost: \$55

Motive: None

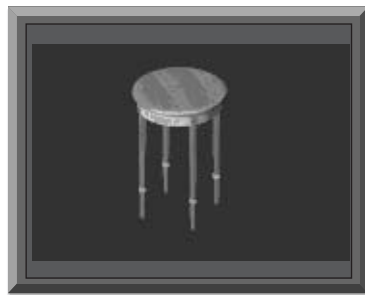
#### “Anywhere” End Table



Cost: \$120

Motive: None

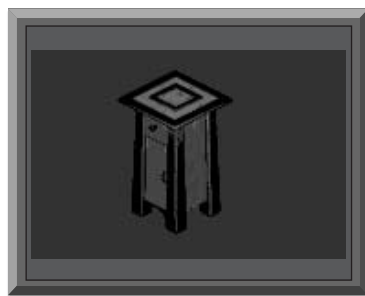
### Imperious Island End Table



Cost: \$135

Motive: None

### Modern Mission End Table



Cost: \$250

Motive: Room (1)

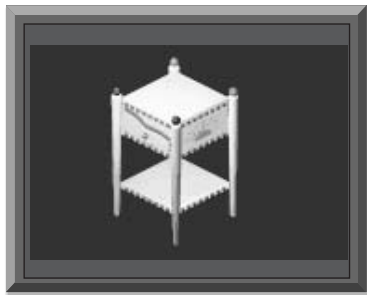
### Sumpto End Table



Cost: \$300

Motive: Room (1)

## KinderStuff Nightstand



Cost: \$75

Motive: None

## Desks/Tables

### Mesquite Desk/Table



Cost: \$80

Motive: None

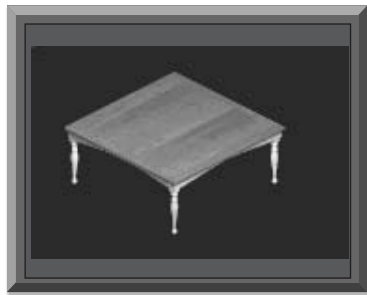
### NuMica Folding Card Table



Cost: \$95

Motive: None

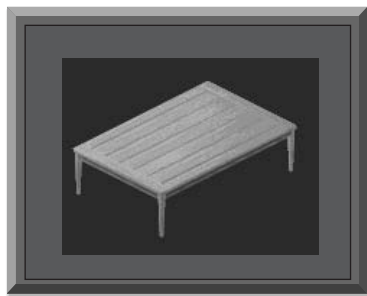
## "Colonial Legacy" Dining Table



Cost: \$200

Motive: None

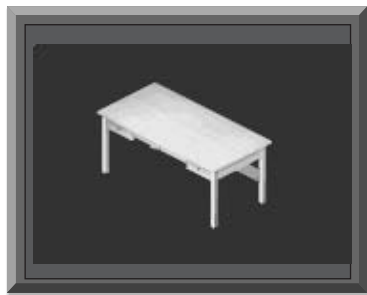
## Backwoods Table by Survivall



Cost: \$200

Motive: None

## London "Cupertino" Collection Desk/Table

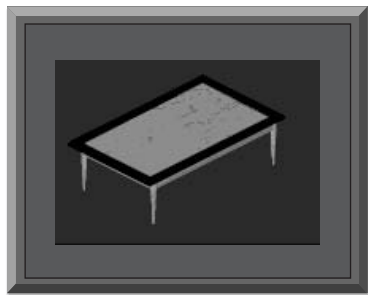


Cost: \$220

Motive: None



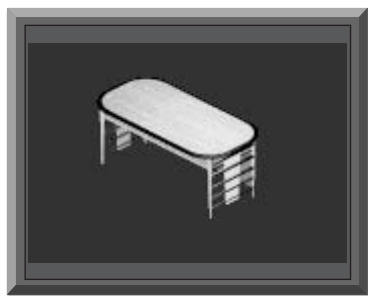
### London “Mesa” Dining Design



Cost: \$450

Motive: Room (2)

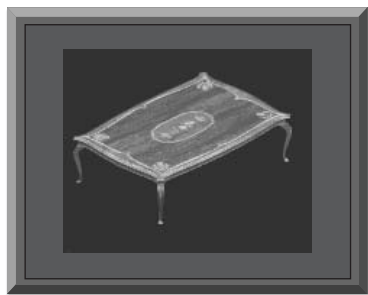
### The “Redmond” Desk/Table



Cost: \$800

Motive: Room (2)

### Parisienne Dining Table



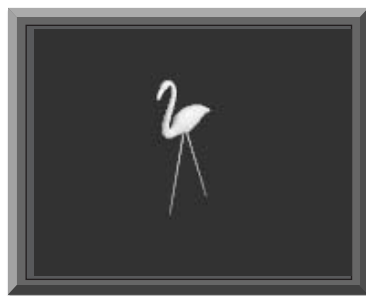
Cost: \$1,200

Motive: Room (3)

## Decorative

After the essential furnishings are in place, you can improve your Room score by adding decorative objects. Some items, such as the grandfather clock and aquarium, require regular maintenance, but most decorative items exist solely for your Sims' viewing pleasure. You might even get lucky and buy a painting or sculpture that increases in value. In addition to enhancing the Room score, the aquarium and fountain have Fun value.

### Pink Flamingo



Cost: \$12

Motive: Room (2)

### African Violet



Cost: \$30

Motive: Room (1)



## Spider Plant



Cost: §35

Motive: Room (1)

## “Roxana” Geranium



Cost: §45

Motive: Room (1)

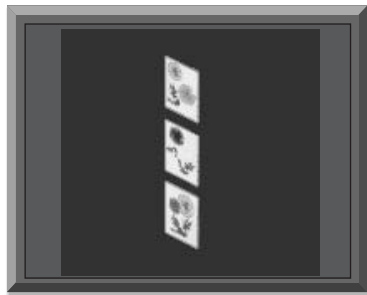
## “Tragic Clown” Painting



Cost: §45

Motive: Room (1)

## Watercolor by J.M.E.



Cost: §75

Motive: Room (1)

## Rubber Tree Plant



Cost: §120

Motive: Room (2)

## *Echinopsis maximus* Cactus



Cost: §150

Motive: Room (2)



## CHAPTER 6: MATERIAL SIMS

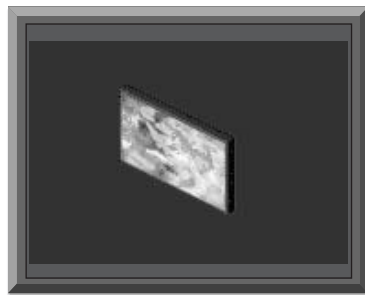
### Jade Plant



Cost: \$160

Motive: Room (2)

### “Delusion de Grandeur”



Cost: \$360

Motive: Room (2)

### Poseidon’s Adventure Aquarium



Cost: \$200

Motive: Fun (1), Room (2)

### “Fountain of Tranquility”



Cost: \$700

Motives: Fun (1), Room (2)

### “Bi-Polar” by Conner I.N.



Cost: \$240

Motive: Room (2)

### Landscape #12,001 by Manny Kopees



Cost: \$750

Motive: Room (3)

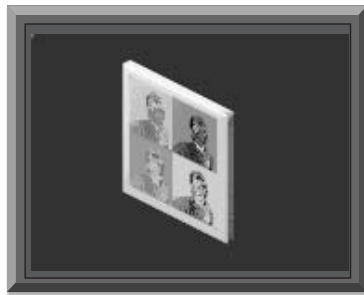
## Bust of Athena by Klassick Repro. Inc.



Cost: \$875

Motive: Room (3)

## Portrait Grid by Payne A. Pitcher



Cost: \$3,200

Motive: Room (8)

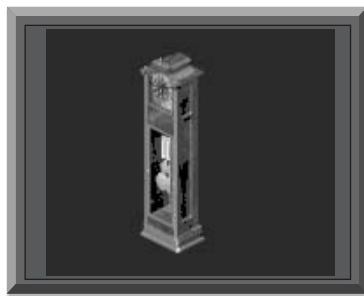
## "Scylla and Charybdis"



Cost: \$1,450

Motive: Room (4)

## Grandfather Clock



Cost: \$3,500

Motive: Room (7)

## Snails With Icicles in Nose



Cost: \$2,140

Motive: Room (5)

## Blue China Vase

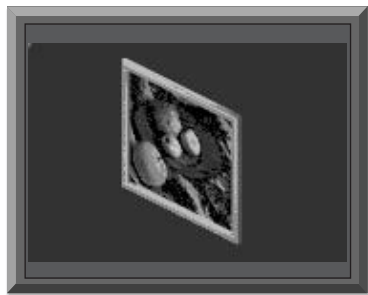


Cost: \$4,260

Motive: Room (7)



### “Still Life, Drapery and Crumbs”



Cost: \$7,600

Motive: Room (9)

### “Large Black Slab” by ChiChi Smith



Cost: \$12,648

Motive: Room (10)

## Electronics

This game offers a veritable potpourri of high-tech gadgetry, ranging from potentially lifesaving items such as smoke detectors to nonessential purchases such as pinball games or virtual reality headsets. Beyond the critical electronics items—smoke detectors, telephone for receiving calls or calling services and friends, TV for cheap fun, and computer for finding a job—you should focus on items with group activity potential, especially if you like socializing and throwing parties.

## TIP

*Electronic items can break down on a regular basis, so it is a good idea to bone up on Mechanical Skills. Until you have a qualified fix-it Sim in the house, you'll be shelling out \$50 an hour for a repairman.*

### FireBrand Smoke Detector

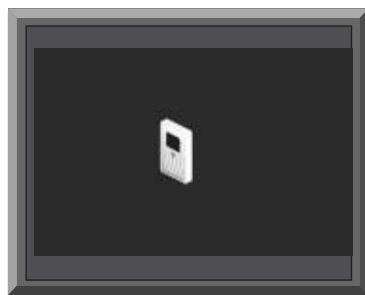


Cost: \$50

Motive: None

Notes: Each detector covers one room. At the very least, place a detector in any room that has a stove or fireplace.

### SimSafety IV Burglar Alarm



Cost: \$250

Motive: None

Notes: An alarm unit covers one room, but an outside alarm covers an area within five tiles of the house. The police are called immediately when the alarm goes off.

## SCTC BR-8 Standard Telephone

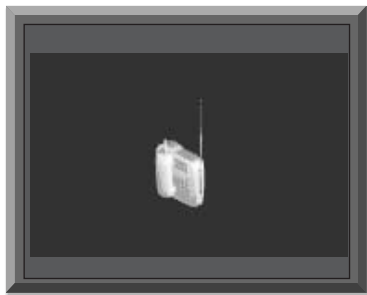


Cost: \$50

Motive: None

Notes: This phone needs a surface, so it's less accessible. Best location is in the kitchen; stick with wall phones in the rest of the house.

## SCTC Cordless Wall Phone

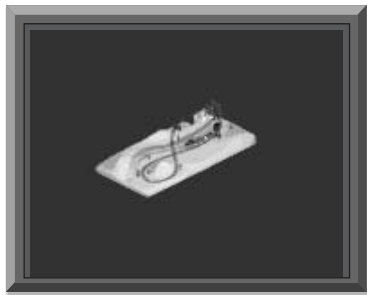


Cost: \$75

Motive: None

Notes: Place these phones wherever your Sims spend a lot of time.

## Urchineer Train Set by Rip Co.



Cost: \$80

Motive: Fun (2)

Notes: Group activity; can only be used by kids.

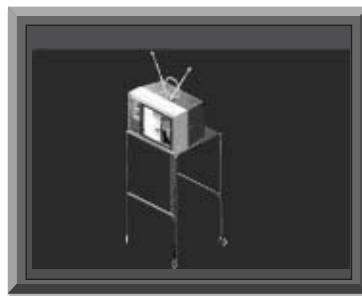
## Televisions

Buying a TV is the easiest way to put a little fun into your Sims' lives, and it is a group activity. You can maximize the effect by matching the program category with your Sim's personality, as noted in the following table.

PERSONALITY	FAVORITE TV SHOW
Active	Action
Grouchy (low nice)	Horror
Outgoing	Romance
Playful	Cartoon

Your TV will eventually break down, especially if you have a family of couch potatoes. Do not attempt to repair the TV unless your Sim has at least one Mechanical Skill point (three is even better). If your Sim doesn't have the proper training, poking around inside the TV will result in electrocution.

## Monochrome TV



Cost: \$85

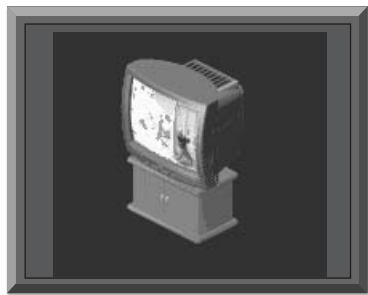
Motive: Fun (2)

Notes: Strictly for tight budgets, but it gives your Sims a little mindless fun.



## CHAPTER 6: MATERIAL SIMS

### Trottco 27" Color Television B94U



Cost: \$500

Motive: Fun (4)

Notes: A lazy Sim's favorite activity is watching TV.

### Soma Plasma TV



Cost: \$3,500

Motive: Fun (6), Room (2)

Notes: It's expensive, but it provides instant entertainment for a full house.

### Stereos

Dancing to the music is a great group activity, especially for Sims with effervescent personalities (although it is perfectly acceptable to dance alone). When a Sim dances with a houseguest, it increases both their Fun and Social ratings. You can personalize *The Sims* by placing your own MP3 files in the Music/Stations directory.

### "Down Wit Dat" Boom Box

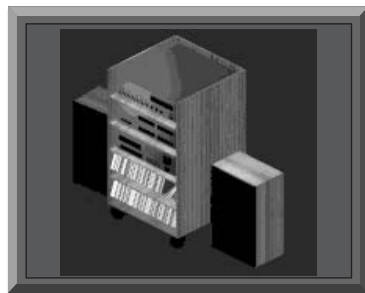


Cost: \$100

Motive: Fun (2)

Notes: An inexpensive way to start a party in your front yard.

### Zimantz Component Hi-Fi Stereo

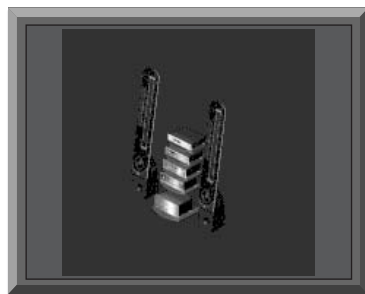


Cost: \$650

Motive: Fun (3)

Notes: Perfect for your big party room.

### Strings Theory Stereo



Cost: \$2,550

Motives: Fun (5), Room (3)

Notes: The ultimate party machine, this is the only stereo that enhances your Room score.



## Computers

A computer is a Sim's best tool for finding a job. The computer has three job postings every day, making it three times as productive as the newspaper employment ads. Aside from career search, the computer provides entertainment for the entire family, and it helps the kids keep their grades up (better chance of cash rewards from the grandparents). Playful and lazy Sims love the computer. However, if only serious Sims occupy your house, you can grab a newspaper and let the age of technology pass you by.

### Moneywell Computer

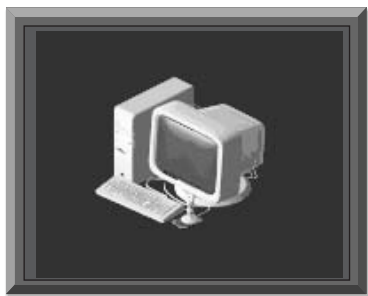


Cost: \$999

Motive: Fun (3), Study

Notes: All you need is a basic computer for job searching.

### Microscotch Covetta Q628-1500JA

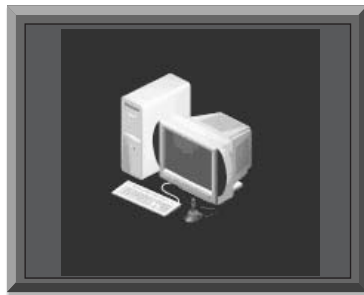


Cost: \$1,800

Motive: Fun (5), Study

Notes: More power translates into better gaming.

## The Brahma 2000

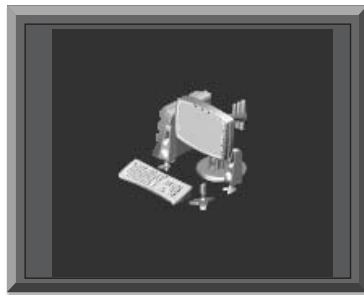


Cost: \$2,800

Motive: Fun (7), Study

Notes: More than twice the fun of a basic computer.

### Meet Marco



Cost: \$6,500

Motive: Fun (9), Study

Notes: For Sim power users—the family will fight for playing time on this beast.

## OCD Systems SimRailRoad Town



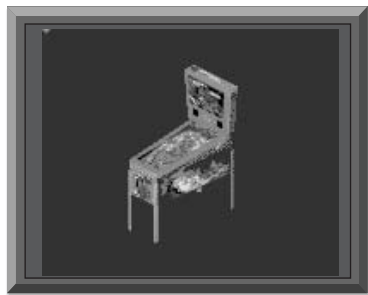
Cost: \$955

Motive: Fun (4), Room (3)

Notes: You need a large area for this train table, but it is an excellent group activity and it gives a serious boost to your Room score.



### “See Me, Feel Me” Pinball Machine



Cost: \$1,800

Motive: Fun (5)

Notes: Build a big family room and add a pinball machine to keep your guests occupied for hours.

### SSRI Virtual Reality Set



Cost: \$2,300

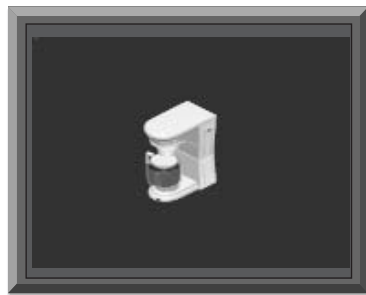
Motive: Fun (7)

Notes: Playful Sims have been known to don VR glasses on their way to the bathroom (even with full bladders). For grins, wait until a Sim puts on the glasses, then immediately issue another command. The Sim head on the control panel will wear the glasses for the duration of your game.

## Appliances

With the exception of the dishwasher and trash compactor, the Sim appliances are all devoted to the creation of food or java. At a bare minimum, you need refrigeration. However, if you want your Sims to eat like royalty, train at least one family member in the gentle art of cooking and provide that Sim with the latest in culinary tools.

### Mr. Regular-Joe Coffee

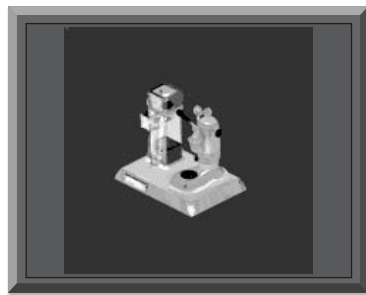


Cost: \$85

Motive: Bladder (-1),  
Energy (1)

Notes: Only adults can partake of the coffee rush. The effects are temporary, but sometimes it's the only way to get rolling.

### Gagma Simore Espresso Machine



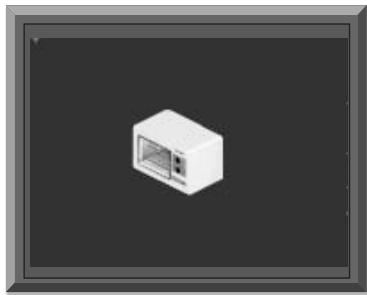
Cost: \$450

Motive: Bladder (-2),  
Energy (2), Fun (1)

Notes: If you want a morning jolt, espresso is the way to go. You'll fill your bladder twice as fast as with regular coffee, but it is a small price to pay for more energy and a splash of fun.



## Brand Name Toaster Oven

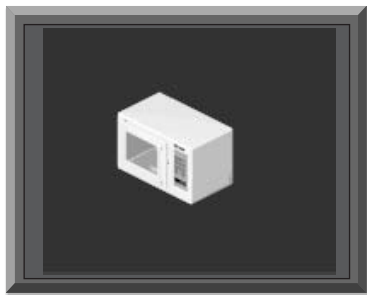


Cost: §100

Motive: Hunger (1)

Notes: This little roaster is better at starting fires than cooking food. Improve your Cooking Skills and buy a real oven. Until then, use a microwave.

## Positive Potential Microwave

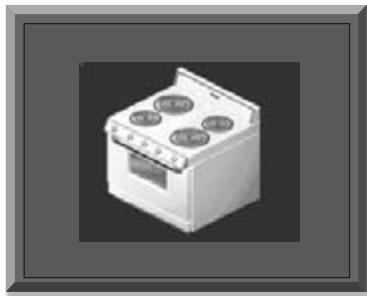


Cost: §250

Motive: Hunger (2)

Notes: You can warm up your food without burning the house down.

## Dialectric Free Standing Range



Cost: §400

Motive: Hunger (5)

Notes: After raising your Cooking Skills to three or above, you can create nutritious (and satisfying) meals on this stove.

## The "Pyrotorre" Gas Range



Cost: §1,000

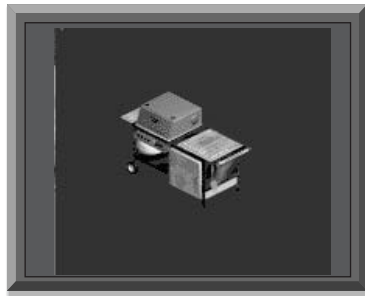
Motive: Hunger (7)

Notes: A skilled chef can create works of art on this stove.

## NOTE

*Although an expensive stove enhances your Sim meals, it is only one of three steps in the cooking process. To maximize the potential of your stove, you need an excellent refrigerator for storage, and a food processor for efficient preparation.*

## Wild Bill THX-451 Barbecue



Cost: §350

Motive: Hunger (4)

Notes: Only experienced adult chefs should fire up the barbecue. Be careful not to position the grill near flammable items.



## CHAPTER 6: MATERIAL SIMS

### XLR8R Food Processor

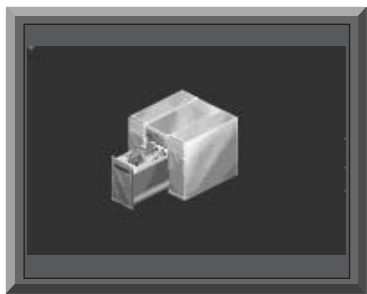


Cost: §220

Motive: Hunger (2)

Notes: A food processor speeds up meal preparation and enhances food quality.

### Junk Genie Trash Compactor



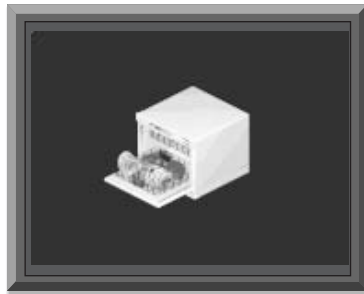
Cost: §375

Motive: None

Notes: A compactor holds more garbage than a trash can, and even when it is full, it will not degrade the Room rating because the trash is concealed.



### Dish Duster Deluxe



Cost: §550

Motive: Dirty dishes  
lower your Room score.

Notes: Kids can't use the dishwasher, but it still cuts cleanup time considerably, and the countertop can be used for placing other items (sorry, no eating allowed).

### Fuzzy Logic Dishwasher

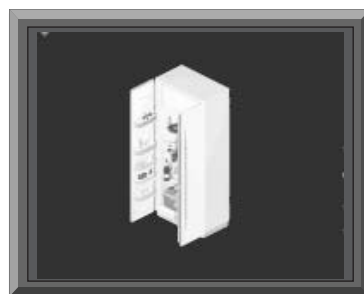


Cost: §950

Motive: Dirty dishes  
lower your Room score.

Notes: The Cadillac of dishwashers cleans up kitchen messes in a snap. This model has fewer breakdowns than the Dish Duster.

### Llamark Refrigerator

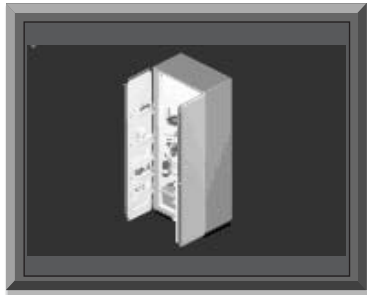


Cost: §600

Motive: Hunger (6)

Notes: This model is sufficient while your Sims are building up their Cooking Skills.

### Porcina Refrigerator Model P1g-S

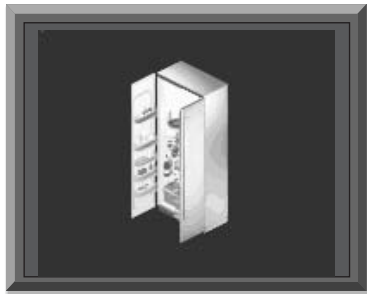


Cost: \$1,200

Motive: Hunger (7)

Notes: This model produces more satisfying food for your Sims.

### Freeze Secret Refrigerator



Cost: \$2,500

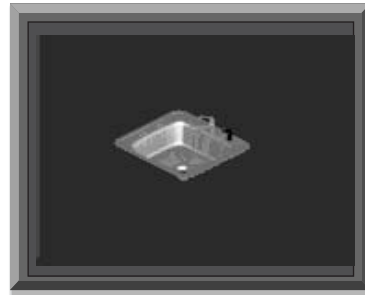
Motive: Hunger (8)

Notes: The best place to store your food. When it's matched with a food processor, gas stove, and an experienced chef, your Sims will be licking their lips.

## Plumbing

Sims can't carry buckets to the well for their weekly bath, and the outhouse hasn't worked in years, so install various plumbing objects to maintain a clean, healthy environment. Of course, not every plumbing object is essential, but you can't beat a relaxing hour in the hot tub with a few of your closest friends (or casual acquaintances).

### Hydronomic Kitchen Sink

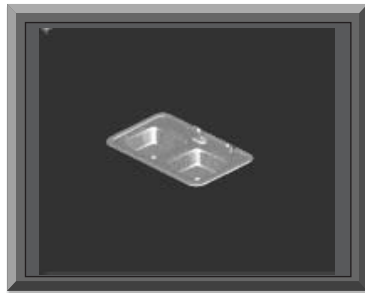


Cost: \$250

Motive: Hygiene (2)

Notes: Without it the Sims would be washing dishes in the bathroom.

### Epikouros Kitchen Sink

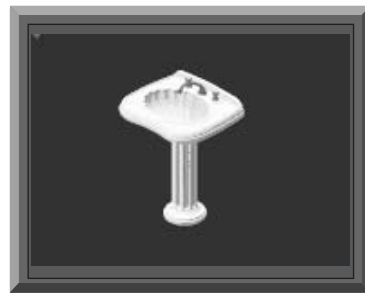


Cost: \$500

Motive: Hygiene (3)

Notes: It's twice as big as the single, but a dishwasher is a better investment.

### "Andersonville" Pedestal Sink



Cost: \$400

Motive: Hygiene (2)

Notes: Neat Sims like to wash their hands after using the toilet.



## CHAPTER 6: MATERIAL SIMS

### Hygeia-O-Matic Toilet



Cost: \$300

Motive: Bladder (8)

Notes: Hey, your only other option is the floor.

### Flush Force 5 XLT



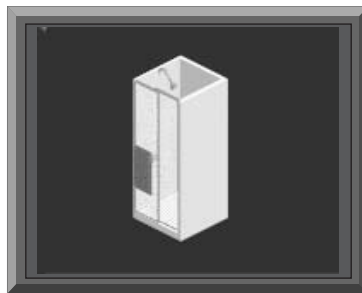
Cost: \$1,200

Motives: Comfort (4),  
Bladder (8)

Notes: Your Sims can't go to the ballpark to get a good seat, but they can sit in a lap of luxury in the bathroom.



### SpaceMiser Shower

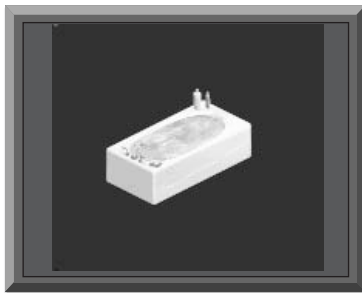


Cost: \$650

Motive: Hygiene (6)

Notes: This is basic equipment in a Sims bathroom. One Sim can shower at a time, and the neat ones tend to linger longer than the sloppy ones. Sims are generally shy if they are not in love with a housemate, so you may need more than one shower (and bathroom) to prevent a traffic jam in the bathroom.

### Justa Bathtub



Cost: \$800

Motives: Comfort (3),  
Hygiene (6)

Notes: Your Sims get a double benefit from a relaxing bath when they have a little extra time.



## Sani-Queen Bathtub

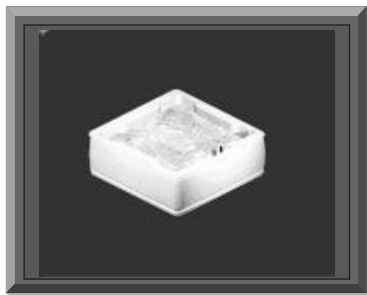


Cost: \$1,500

Motives: Comfort (5),  
Hygiene (8)

Notes: Almost twice the price, but the added Comfort and Hygiene points are worth it.

## Hydrothera Bathtub



Cost: \$3,200

Motives: Comfort (8),  
Hygiene (10)

Notes: The most fun a Sim can have alone. Save your Simoleans, buy it, and listen to sounds of relaxation.

## WhirlWizard Hot Tub



Cost: \$6,500

Motives: Comfort (6),  
Hygiene (2), Fun (2)

Notes: Up to four adult Sims can relax, mingle, and begin lasting relationships in the hot tub.

## Lighting

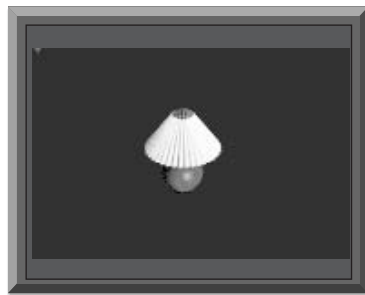
Sims love natural light, so make sure the sun shines through your windows from every direction. And, when the sun goes down, your Sims need plenty of lighting on the walls, floors, and tables to illuminate their world until bedtime. Although only three lamps listed below have direct impact on the Room score, all of the lamps have a collective effect when spread evenly throughout the home. Pay special attention to key activity areas in the kitchen, family room, bedrooms, and of course, the bathroom.

## CAUTION

*Lamp bulbs burn out with use, and they must be replaced. Sims can replace their own bulbs, but without Mechanical Skills, they run the risk of electrocution. Hiring a repairman is another option, but at \$50 per hour, this can be very costly.*

## Table Lamps

### Bottle Lamp



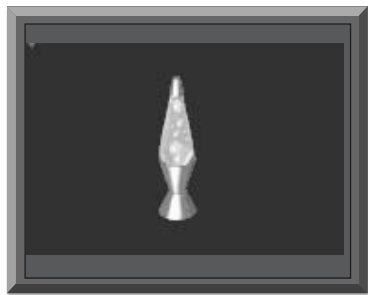
Cost: \$25

Motive: None



## CHAPTER 6: MATERIAL SIMS

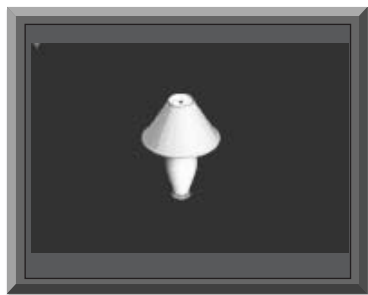
### Love n' Haight Lava Lamp



Cost: \$80

Motive: Room (2)

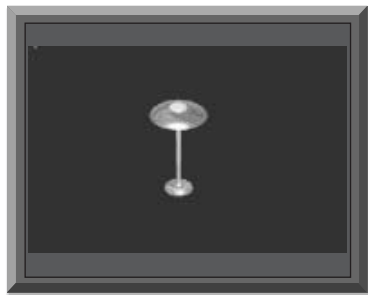
### Ceramic Table Lamp



Cost: \$85

Motive: None

### Elite Reflections Chrome Lamp



Cost: \$180

Motive: None

### SC Electric Co. Antique Lamp

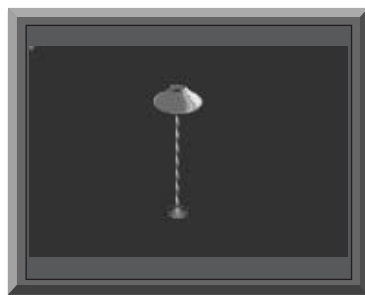


Cost: \$300

Motive: Room (1)

### Floor Lamps

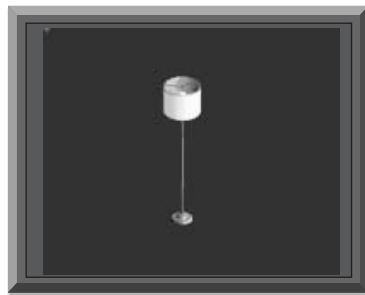
#### Halogen Heaven Lamp by Contempto



Cost: \$50

Motive: None

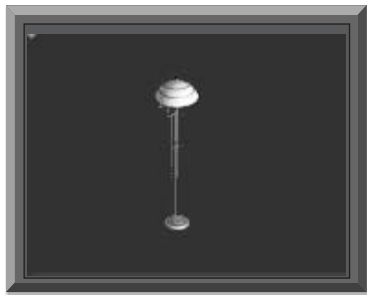
### Lumpen Lumeniat Floor Lamp



Cost: \$100

Motive: None

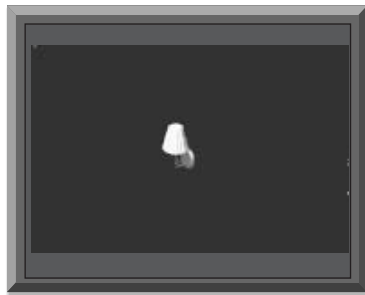
## Torchsteronne Floor Lamp



Cost: §350

Motive: Room (1)

## Top Brass Sconce

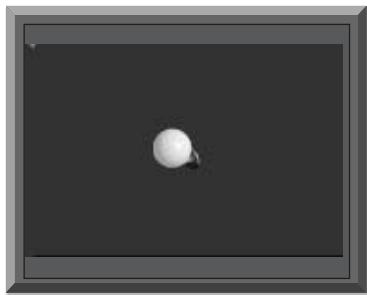


Cost: §110

Motive: None

## Wall Lamps

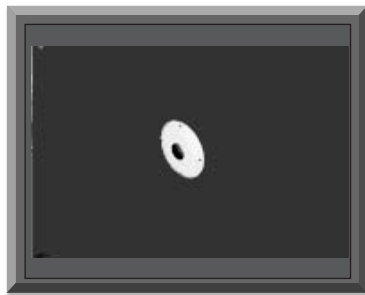
### White Globe Sconce



Cost: §35

Motive: None

### Blue Plate Special Sconce



Cost: §135

Motive: None

### Oval Glass Sconce

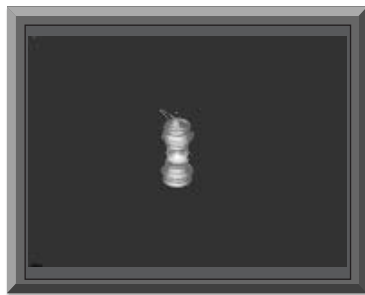


Cost: §85

Motive: None

## Outside Lamp

### Garden Lamp (Outdoor Use Only)



Cost: §50

Motive: None



### Miscellaneous

We're down to the objects that are hard to fit into a category—everything from bookcases to beverage bars. Don't make the mistake of ignoring these items because you think they're luxuries; your Sim's life would be extremely difficult without a trash can, alarm clock, and bookcase. Plus, if you want to improve your Sim's Charisma and Body ratings, you'll need a mirror and exercise machine. So, once you install the basic objects in your house, look to the Miscellaneous category for objects that take your Sim's lifestyle to the next level.

#### SnoozMore Alarm Clock

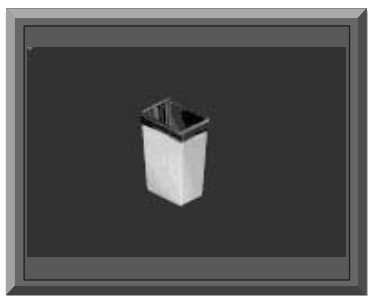


Cost: \$30

Motive: None

Notes: After you set the clock, it will ring two hours before the carpool arrives for every working Sim in your house.

#### Trash Can

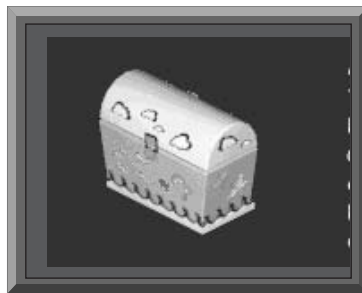


Cost: \$30

Motive: None

Notes: Without a place to put trash, your Sim house will become a fly-infested hovel.

#### Magical Mystery Toy Box

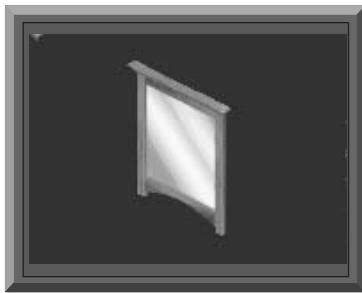


Cost: \$50

Motive: Fun (2)

Notes: A good entertainment alternative if your kids are getting bleary-eyed in front of the computer.

#### Narcisco Wall Mirror

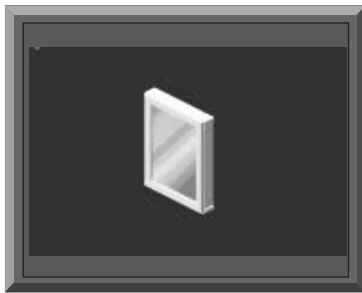


Cost: \$100

Motive: Improves Charisma

Notes: Adults can Practice speech in front of the mirror to improve their Charisma.

#### Medicine Cabinet

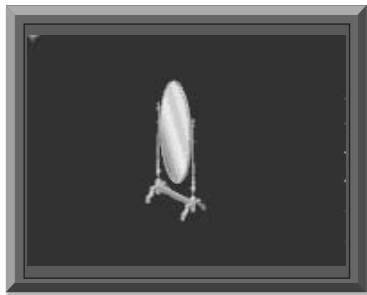


Cost: \$125

Motive: Hygiene (1), Improves Charisma

Notes: Your Sims can Practice speech in the bathroom and improve their Hygiene at the same time.

### Narcisco Floor Mirror



Cost: \$150

Motive: Improves  
Charisma

Notes: Place this mirror anywhere to practice Charisma without locking other Sims out of the bathroom.

### Will Lloyd Wright Doll House

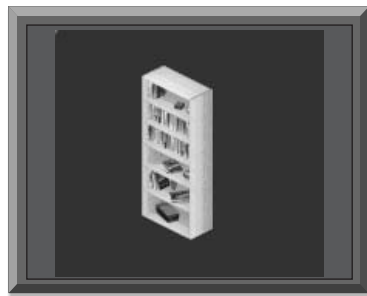


Cost: \$180

Motive: Fun (2)

Notes: An engaging group activity for kids and adults.

### Cheap Pine Bookcase

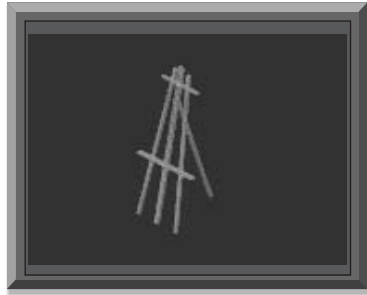


Cost: \$250

Motive: Fun (1), Improve  
Cooking, Mechanical, and  
Study Skills

Notes: Reading books is the best way to prevent premature death from fires or electrocution.

### “Dimanche” Folding Easel



Cost: \$250

Motive: Fun (2), Improves  
Creativity

Notes: With practice, a Sim can improve Creativity, and eventually sell a picture for up to \$166.

### Pinegulcher Dresser

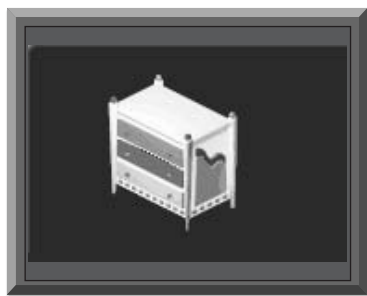


Cost: \$250

Motive: None

Notes: A Sim can change into various formal, work, and leisure outfits, and even acquire a new body type.

### Kinderstuff Dresser



Cost: \$300

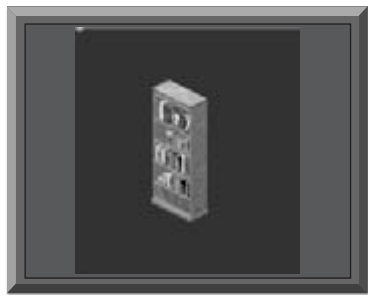
Motive: None

Notes: Kids like to dress up too!



## CHAPTER 6: MATERIAL SIMS

### Amishim Bookcase

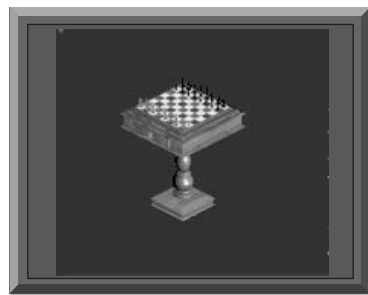


Cost: \$500

Motive: Fun (2), Improves Cooking, Mechanical, and Study Skills

Notes: This expensive bookcase awards Skill points at the same rate as the cheaper one.

### Chuck Matewell Chess Set

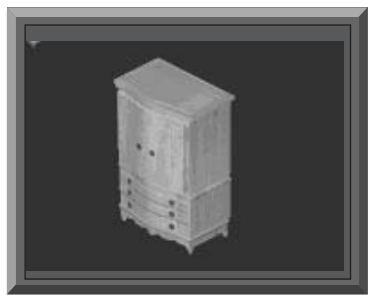


Cost: \$500

Motive: Fun (2), Improves Logic

Notes: Serious Sims gain the most Fun points by playing, and any two Sims can improve Logic by playing each other.

### Traditional Oak Armoire

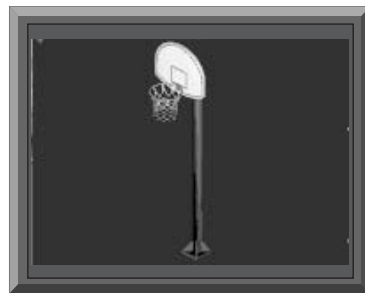


Cost: \$550

Motive: Room (1)

Notes: This dresser allows your Sim to change clothes (body skins). The choices vary, depending upon the Sim's current outfit.

### SuperDooop Basketball Hoop

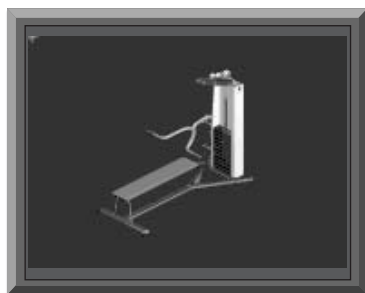


Cost: \$650

Motive: Fun (4)

Notes: Active Sims love to play hoops, and any visitor is welcome to join the fun. A Sim with higher Body points performs better on the court.

### "Exerto" Benchpress Exercise Machine

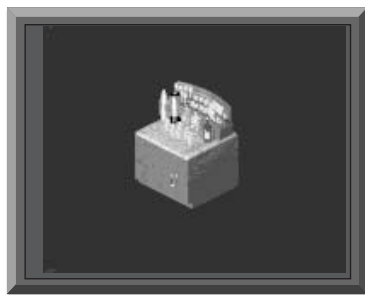


Cost: \$700

Motive: Improves Body

Notes: Adult Sims can bulk up their Body points with exercise sessions.

### Bachman Wood Beverage Bar



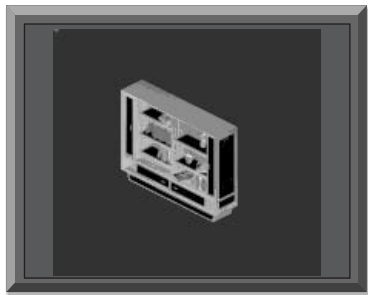
Cost: \$800

Motive: Hunger (1), Fun (3), Room (2)

Notes: Every drink lowers the Bladder score, but adult Sims like to make drinks for themselves and friends. Kids can grab a soda from the fridge.



## Libri di Regina Bookcase

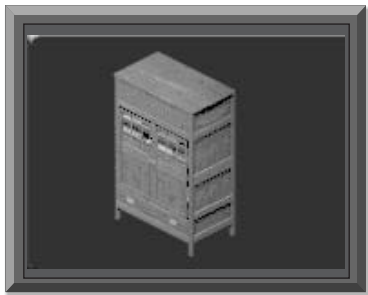


Cost: \$900

Motive: Fun (3), Improves Cooking, Mechanical, and Study Skills

Notes: This stylish bookcase is perfect for a swanky Sim pad, but it still imparts Skill points at the same rate as the pine model.

## Antique Armoire

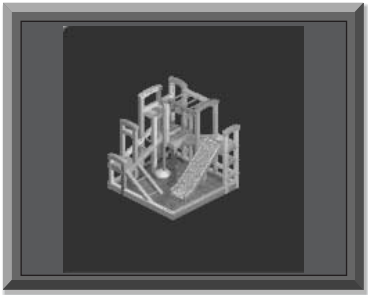


Cost: \$1,200

Motive: Room (2)

Notes: A more expensive version of the cheaper armoire, but it adds twice as many Room points.

## The Funinator Deluxe



Cost: \$1,200

Motive: Fun (5)

Notes: When the house is swarming with kids, send them outside to raise their Fun bar and burn some energy.

## Chimeway & Daughters Piano



Cost: \$3,500

Motive: Fun (4), Room (3), Improves Creativity

Notes: The most creative Sims will produce more beautiful music. The better the music, the greater the chance that listeners will like it. If a listener does not like the music, both Sims' Relationship scores will deteriorate.

## Aristoscratch Pool Table



Cost: \$4,200

Motive: Fun (6)

Notes: Up to two Sims use the table at the same time. Make sure that you allow enough room for Sims to get to the table and walk around it during play.



# CHAPTER 7: ALL IN THE FAMILY



## Introduction

Up to this point, we've covered the mechanics of *The Sims*. By now you should be familiar with creating families, building houses, buying objects, and getting jobs; and you should have considerable insight into how a Sim thinks and acts. Now, let's put it all together and join several Sim households in action. In this chapter we introduce you to working Sims families, ranging from one-Sim homes to larger households with kids and babies. Finally, we take an in-depth look at one of the toughest challenges in *The Sims*: building positive (and long-lasting) Relationships.

## You Can Make It Alone

The biggest difficulty in being a bachelor is that you have to do everything yourself (sounds like real life, doesn't it?). You'll need to cook, clean, and improve your Skills, while at the same time keep up with a work schedule and satisfy your personal Motives. There's always time for Fun, and a good sofa or easy chair will provide a measure of Comfort. However, it's impossible to socialize while at work, and you will be frustrated watching neighbors drop by during the day and then leave when no one answers the door.

### The Single Sim's Career

As a lone Sim you must choose a job that has decent hours and light friendship demands. This leaves a Military career as your only option. At most levels you work a six-hour day, and you won't need a single friend for the first five levels. A promotion to Level 6 requires one friend, but that can be established after you refine your schedule.

### Designing a Bachelor Pad

There are several considerations when designing and furnishing a house for one Sim. Review the following checklist before you place your first wall stake.



Fig. 7-1. It's hardly the lap of luxury, but you have everything you need to get a job, keep your sanity, and learn how to cook.

- **Keep your house small, and place the front door close to the street. This allows you to milk a few extra minutes out of every morning before meeting the car pool.**
- **The interior should include a bedroom, bathroom, and living room. Rather than add a family room, use an outside patio area for Fun objects and an exercise machine. A Military career requires an ever-increasing number of Body Skill points.**
- **Install only enough counter space to place a food processor and prepare your meals. This leaves more space for a table and chairs. Buy at least two chairs so that you can socialize with a friend while sharing a meal.**
- **Without the space or the budget to buy expensive sofas or recliners, get a top-of-the-line bed, which enables your Sim to get by on fewer hours of sleep. Buy an inexpensive nightstand for an alarm clock, and add a few wall lights to boost your Room score.**
- **You'll need a computer for your job search, but keep in mind that you can return it within 24 Sim-hours for a full refund. Find your Military job and then pack up the PC.**



- **Buy an expensive refrigerator to maximize the quality of your food, but don't bother with a stove until your Sim learns how to cook.**
- **Because of your career, there's no need to socialize until you are up for promotion to Level 6, so don't waste money on living room chairs or an expensive sofa. A cheap TV will provide enough Fun for now.**

## Leaving the Single Life

Eventually you will tire of the solitary lifestyle, which, thanks to the romantic tendencies of most Sims, is not a problem. The first step is friendship. After the Relationship bar tops 70, your Sim needs to lay on the romance, with plenty of kissing and hugging. Eventually, the Propose option will appear on the menu.



Fig. 7-2. The kissin' and huggin' pays off; now it's time to pop the question.

A marriage proposal can only take place in the home of the proposer, so set the mood (you know, empty your Bladder somewhere other than on the floor, clean up yesterday's dishes, and hide those overdue bills). After accepting the proposal, your new spouse moves into your place, along with a good job (a good thing) and plenty of money (a really good thing). But, proposing does not guarantee a positive response. For example, a Sim will never accept the proposal on an empty stomach, so you might want to eat dinner first.



Fig. 7-3. "We're alone, the time is perfect, and I've got grass stains on my knee."



Fig. 7-4. "Nope, sorry, I can't marry you on an empty stomach. Besides, your current lover is hiding in the bushes."

Keep in mind that you have to create potential mates, because the game won't provide them. You might as well choose compatible personalities, and it doesn't hurt to spend some time on career development. Remember that another Sim can also propose to you in his or her house; so unless you want to change residences, hold the romantic interludes at your place.

### NOTE

*After marriage, your Sim will still share a bed with any other Sim with a high enough Friendship score (over 70), so don't be surprised if your Sim ends up on the couch when his buddy beats him to the sack.*



Fig. 7-5. When two Sims decide to get married, they change clothes and complete the ceremony within seconds.

Interestingly, if your future spouse already has children, and at least one adult still resides in his or her original house, the kids stay. So, your new spouse arrives with job and bank account intact, sans kids. What a deal!

That isn't the only unusual aspect of married life in Sims-ville. Marriage is not sacred here, at least not in the legal sense. A Sim can have multiple mates all living under the same roof, as pictured in figure 7-6. The interpersonal dynamics can sometimes get a little dicey, but it's workable, and the extra income is great!



Fig. 7-6. After the wedding, our Sim bride goes to bed with her former boyfriend.

## TIP

*A three-way relationship makes it easier to have babies. Not only are there additional combinations for procreation, but you can also have one of the working adults take a night job, so there is a caregiver for the baby during the day. Even with staggered schedules, there will be at least one sleepless Sim until the baby matures, so don't get too complacent with this arrangement.*

## Married, with Children

After your Sims promise undying love and devotion to each other (or, at least until the next promotion), it's time to have a baby. Actually, your Sims can live together for years without having children, but if they do, you'll be missing one of the *The Sims*' most vexing experiences.

### Conception

The exercise of making a baby is similar to the steps taken to activate the marriage Proposal option. First, get a male and female Sim together, and then concentrate on strengthening their relationship. When both Sims are obviously enjoying each other's company, lay on the hugs and kisses. Keep smooching until you receive the option to have a baby, as pictured in figure 7-7.



Fig. 7-7. A little bundle of joy is just a click away.





## CHAPTER 7: ALL IN THE FAMILY

If you answer yes, a bassinet appears almost instantly, amid an explosion of dandelions. The happy couple celebrates the new arrival, then they quickly go back to their daily routine. This baby thing is a snap. Well, not exactly.



Fig. 7-8. Yippee! It's a boy!

In short order, the little bundle of joy starts screaming. A Sim will eventually respond to the cries, but rather than wait, get someone to the baby immediately. Clicking on the bassinet reveals three options: Feed, Play, or Sing. When in doubt, Feed the baby, but be prepared to come right back with Play or Sing when the baby starts wailing again.



Fig. 7-9. Kids do a great job entertaining the baby during one of its frequent crying sessions.

This mayhem continues for three Sim days, during which time the household will be in an uproar. Forget about getting eight hours of beauty sleep. Designate one Sim as primary caregiver, preferably one who does not work, because the baby's cries wake any Sim in the room. The first day is nonstop crying. By the second day, the baby sleeps for a few hours at a time; take advantage of the break and send the caregiver to bed. As long as you stay responsive, the baby evolves into a runny-nosed kid, and the family can get back to normal. However, if you spend too much time in the hot tub and not enough time with the baby, a social service worker will march into your house and take the baby, as pictured in figure 7-10. You'll only receive one warning, so don't take this responsibility lightly.



Fig. 7-10. We hardly knew the little tyke!

### NOTE

*The bassinet appears near the spot where your Sims made the decision to have a baby. Although the Sims cannot move the bassinet, you can use the Hand Tool to move it. Pick a location that is isolated from other sleeping areas, so the disturbance is kept to a minimum.*

## Building and Maintaining Healthy Relationships

Gathering an ever-increasing number of friends is critical for career advancement, especially at the higher levels. It is also your Sims' only way to build up their Social scores and fend off frequent bouts of depression. In this section we outline the steps required for finding potential friends, building up positive feelings, and then maintaining healthy relationships.

### Talk Is Cheap

The easiest way to make friends is often overlooked, because it is uneventful compared to other social events. However, you can almost always initiate a conversation between Sims (regardless of their Friendship scores), and keep it going for a very long time. During this benign exchange of thought balloons, you can usually nudge the Friendship score in a positive direction. When starting from 0 it takes a few encounters to get over 50 (true friendship), but once you reach this threshold, the action picks up considerably. Our newly married Sims went from a score of 64 to a marriage proposal in one evening. Although the woman eventually declined because her stomach was growling, she proposed the next day and the marriage was consummated.



Fig. 7-11. Keep talking and your Friendship score will grow.

### Finding Time to Socialize

After your Sim starts working, it's difficult to find time to call other Sims and arrange meetings. Mornings are worst, although you have more options if your neighborhood has several non-working Sims. Your best bet is to start socializing right after coming home from work. Take care of personal needs first—Hygiene and Bladder—and then "Serve Dinner." Don't let a bad chef get near the stove; you can't afford to waste time putting out a fire or your guests will leave. With a counter full of food, your friends head straight for the kitchen, where you can chat over a plate of Sim-grub and then plan the rest of your evening.

### Positive Social Events

After everyone is finished eating, take a little time for pleasant conversation. In the case of the female Sims pictured in figure 7-11, there is a lot of fence mending to accomplish, because one just stole the other's love interest. But, Sims are generally forgiving, and a quarrel can be mended with a few drinks, a game of pool, or a long soak in the hot tub.

Ideally, your house has an entertainment room with group activity items such as a pool table, stereo, or beverage bar. After you get everyone into the room, keep them busy with a string of activities. Even our former lovers can't resist a dance when the music starts playing, as pictured in figure 7-12.



Fig. 7-12. Our Sim guy is enjoying this dance with his former girlfriend, although his current wife will probably slap him when the music stops playing (if she can stay awake long enough).





### CAUTION

*Avoid close activities such as dancing, hugging, etc. when the current spouse or love interest is in the room. When the dance was over (figure 7-12), our Sim wife did indeed slap her new husband, causing her recently mended Relationship score with the other woman to drop from +14 to -7.*

One of the most difficult aspects of entertaining in the evening is keeping the host from falling asleep on the floor. After a hard day's work, most Sims begin nodding out around 10:00 p.m. You can squeeze a little extra time out of the evening if they take a short nap after coming home from work. Be prepared for a grouchy Sim in the morning (figure 7-13) if the evening's festivities stretch too far into the night.



Fig. 7-13. Our tired party girl hurries off to the car pool without a shower—not a good way to impress her superiors.

### TIP

*After your guests arrive, you need to micromanage your Sims so they don't go off and take care of their own needs. Obviously, you must pay attention to a full Bladder, but you can delay other actions by redirecting your Sims to group activities. Break up the party when your Sims are teetering on the edge of exhaustion or they'll fall asleep on the floor.*

### CAUTION

*Visiting Sims generally hang around until 1:00 a.m. or later, which is undoubtedly past your bedtime. Direct your Sims to bed at the appropriate time, or they may feel compelled to hang out with their guests until well past midnight, as pictured in figure 7-14.*



Fig. 7-14. Our host Sim is still cleaning up dishes when he should be asleep.

## Stockpiling Potential Friends

When your career advances to the top promotion level, you need more than 10 friends in every career except the Military. Hence, it's a good idea to create a few additional families early in the game, and you might want to fill one house with the maximum of eight Sims to dramatically increase your pool.



## Visitors Coming and Going

The following tables include important information on how and why visitors do the things they do. You may not be able to directly control your guests' actions, but at least you won't take it personally when they decide to split.

### Visitors' Starting Motives

MOTIVE	STARTING VALUE
Bladder	0 to 30
Comfort	30 to 70
Energy	35
Fun	-20 to 20
Hunger	-30 to -20
Hygiene	90
Social	-50 to -40

In a perfect Sim-world, visitors leave your house just past 1:00 a.m. However if one of their Motives falls into the danger zone, they will depart earlier. When this happens, the Sim's thought balloon reveals a reason for the early exit.

### Visitors' Leaving Motives

MOTIVE	DROPS BELOW THIS VALUE
Bladder	-90
Comfort	-70
Energy	-80
Fun	-55
Hunger	-50
Hygiene	-70
Mood	-75
Room	-100
Social	-85

## Guest Activities

There are three types of visitor activities: those initiated by a family member, shared activities, and autonomous activities where guests are on their own. The following sections and tables describe each type.

### Activities Initiated by Family Member

One of the Sims under your control must prepare food or turn on the TV before visitors can join in. Turning on the TV takes a second, but you need a little prep time for a meal. It's a good idea to begin meal preparation immediately after inviting friends over.

### Shared Activities

A Sim can start any of the following activities and then invite the participation of a guest.

OBJECT	VISITORS' INVOLVEMENT
Basketball Hoop	Join
Chess	Join
Dollhouse	Watch
Hot Tub	Join
Pinball Machine	Join
Play Structure	Join
Piano	Watch
Pool Table	Join
Stereo	Join, Dance
Train Set	Watch





## CHAPTER 7: ALL IN THE FAMILY

### Autonomous Activities

Visiting Sims can begin any of the following activities on their own.

### Visitors' Autonomous Activities

OBJECT	AUTONOMOUS ACTION
Aquarium	Watch Fish
Baby	Play
Bar	Have a Drink
Chair	Sit
Chair (Recliner)	Sit
Coffee (Espresso Machine)	Drink Espresso
Coffeemaker	Drink Coffee
Fire	Panic
Flamingo	View
Fountain	Play
Lava Lamp	View
Painting	View
Pool	Swim
Pool Diving Board	Dive In
Pool Ladder	Get In/Out
Sculpture	View
Sink	Wash Hands
Sofa	Sit
Toilet	Use, Flush
Tombstone/Urn	Mourn
Toy Box	Play
Trash Can (Inside)	Dispose

### Social Interactions

The results of various interactions are best learned by experience because of the individual personality traits that come into play. However, it helps to have an idea what each action may produce. The following table offers notes on each interaction.

### INTERACTION DESCRIPTION

Back Rub	When well-received, it is a good transition into kissing and hugging, but the Relationship score should already be over 50.
Brag	This is what mean Sims do to your Sim. Don't use it, unless you want to ruin a good friendship.
Compliment	Generally positive, but you should withhold compliments until your Relationship score is above 15.
Dance	Great activity between friends (40+), but it almost always causes a jealous reaction from a jilted lover.
Entertain	A somewhat goofy activity, but it usually works well with other Playful Sims.
Fight	Don't do it (unless you know you can take the other Sim!).
Flirt	A great way to boost a strong Relationship (70+) into the serious zone, but watch your back. Flirting usually triggers a jealous reaction from significant others.
Give Gift	A benign way to say you like the other Sim, or that you're sorry for acting like an idiot at the last party; best used with 40+ Relationship scores.
Hug	This one's always fun if the hug-ee's Relationship score is +60; a good transition to kisses, and then a marriage proposal.
Joke	Good between casual friends (+15) who are both Playful.
Kiss	The relationship is heating up, but if a jealous ex or current lover is in the vicinity, someone could get slapped.
Talk	The starting point of every friendship.
Tease	Why bother, unless you don't like the other Sim.
Tickle	Not as positive as it might seem, but Playful Sims are definitely more receptive.



# CHAPTER 8: A DAY IN THE LIFE





## CHAPTER 8: A DAY IN THE LIFE

### Introduction

Now, it's time to turn on our Sim-Cam and follow a few of our families as they handle the ups and downs of Sim life. In this chapter we switch to a scrapbook format, with screenshots of our Sims in interesting—and sometimes compromising—situations. Admittedly, we coaxed our Sims into some of these dilemmas. But it's all in fun, and we think it's the best way for you to get a feel for this amazing game.

### As the Sim Turns



Five o'clock wakeup call is not pretty. Even with full Energy bars, your Sims can be a little cranky, but don't give them any slack. Get the best chef into the kitchen pronto, to serve Breakfast for everyone in the house.



Switching to Zoomed Out view is a good way to manage the household early in the morning. This way you can quickly target important tasks for completion before the car pool arrives.



everyone was falling asleep, so we figured it would keep until morning).

Our third adult roommate, Mortimer, just returned home from his night shift, so for now, his needs are secondary. We put him to work mopping the kitchen floor (the dishwasher broke last night, but



promise to boost his Cooking Skills at the first opportunity.

Before we are accused of being sexist, we should explain that the only reason Bella is cooking for everyone is that she is the most experienced chef. If Mark turns on the stove, chances are the kitchen will burn down. We



he can forget about any promotions thanks to his sub-par mood.

Mark is, well, busy at the moment. It's too bad he doesn't gain Energy points for sitting on the toilet, because he stayed up much too late last night. A good breakfast helps, but getting through the day won't be easy, and





It's a nice family breakfast with husband Mortimer on the left, wife Bella on the right, and Bella's ex-boyfriend Mark in the middle. However, there isn't much time for chitchat, because the car pool has arrived, and it will leave at a few minutes past nine.



After canceling his thoughts about sleeping, we click on Mark's car pool. He changes clothes faster than Superman and sprints to his ride in the nick of time. Have a nice day, Mark!



Bella is on her way to the car pool and we have about a half hour to get Mark in gear, which may be a problem due to his low Energy rating. Unfortunately, Bella's Hygiene leaves much to be desired. We make a mental note to get

her into the shower before bedtime tonight so she'll be fresh as a daisy in the mornin'.



Poor Mortimer! We've been so focused on getting Bella and Mark to work, we didn't notice that the poor slob is asleep on his feet! We need to wake him up (he'll be so happy), and send him to bed.



Uh-oh, big time problem with Mark. He's standing in the kitchen in his pajamas, in a catatonic state. With only a half hour to get to the car pool, we need to shake him up a little and point him to the door.



We receive a reminder that Mortimer's car pool arrives at 4:00 p.m. Unfortunately we forgot to set his alarm, and his Hygiene and Bladder bars have gone south, so we need to wake him up soon. Fortunately, he ate

before bedtime, so he can probably get by without a big meal.



## CHAPTER 8: A DAY IN THE LIFE



Mortimer is up and he's not happy. With the amount of time remaining before his car pool shows up, he can empty his bladder and get in half a shower before racing out the door.



Mark is well rested, so he can fend for himself this morning. He steps into the shower as the car pool arrives, so he has almost one hour to get ready. But, while in the shower, he decides to take the day off and join Bella.



With Mortimer out of the house, we can concentrate on Bella and Mark, who have both arrived home from work. Mark socialized a little too much the night before, so he went straight to bed without any prompting.



The three housemates share a pleasant breakfast together. Perhaps they have finally buried the hatchet after the Mortimer-Bella-Mark thing. We can only hope.



Mortimer arrives home at 1:00 a.m.. After a bathroom break and quick shower, we send him straight to bed so he can party with Bella tomorrow, who has decided to take the day off.



Mark grabs the phone to invite a friend over, but before he can dial, a local radio station calls with great news. He just won \$550 in a promotion!





Mark calls a friend, who says he'll be right over. While Mark changes into his Speedo, Mortimer, Jeff, and Bella enjoy a dip in the pool. That's right, Mortimer missed his car pool, too. It's a day off (without pay) for the entire house!



After dinner, Jeff heads for home. Bella and Mark retreat to the den, where Bella rubs Mark's back.



It's on to the hot tub for a long, relaxing soak. Comfort, Hygiene, Social, and Fun scores are soaring. It's too bad we have to eat and empty our Bladders or we'd never leave!



One good rub deserves a hug, as things suddenly heat up between the former lovers.



Everyone will be hungry after the swim and soak, so Bella hops out to make dinner. Soon, everyone grabs a plate and starts discussing what life will be like when they are all unemployed. Everyone, that is, except Mortimer, who prefers standing.



Mortimer takes one look at the lip-locked Sims and heads straight for the bar.



## CHAPTER 8: A DAY IN THE LIFE



After a couple of adult beverages, Mortimer follows the lovers into the hallway where they are still groping each other like teenagers on prom night.



Mortimer shows his frustration by slapping Mark across the cheek (he's such an animal). Bella is disgusted and goes upstairs to bed.



One slap turns to another and seven hours later, Mortimer and Mark are still duking it out.



Bella drives off to work while our two Sim-Neanderthals take their fight to the bathroom.

**What will become of our star-crossed lovers?**

**Will Bella leave Mortimer and go back to Mark?**

**Will Mark feel guilty about wrecking Mortimer's marriage, and move in with the Newbies?**

**Will Bella reveal what she and Jeff were really doing in the hot tub?**

**Who will clean up the bathroom?**

**For the answers to these burning questions, stay tuned for the next episode of...*As the Sim Turns*.**

## Life with the Pleasants



Jeff experiences the joys of working a night shift—cleaning up his family's dinner dishes...



...and taking out the trash at four in the morning.



Skeeter misses one too many days of school and gets the bad news—he's on his way to military school, never to be seen again.



Everyone is asleep, so Jeff takes an opportunity to practice his Charisma in front of the bathroom mirror. Unfortunately for Jeff, the walking dead also take this opportunity to float through the mirror and scare the •&\$%\$# out of him.



Although his icon has already disappeared from the control panel, Skeeter enjoys one last breakfast before he is exiled from the game.



Like all kids, Daniel and Skeeter can only make snacks on their own, so someone must serve their breakfast before school.



Not wanting to follow in his brother's footsteps, Daniel hits the books and improves his grades.



## CHAPTER 8: A DAY IN THE LIFE



Hmmm. Which pile should I pay first, the red one or the yellow one? Get a clue, Jeff—if you don't pay the red ones, they'll repossess your furniture!



The Maid should get riot pay for all the garbage this family leaves on the floor!



Maids are limited to cleaning up Sim-messes, but that frees up the family to take care of other important needs, like advancing their skills. Diane Pleasant takes a break to bone up on her Mechanical Skills. Perhaps she

can fix the dishwasher and save \$50-an-hour repair bills.

## Pity the Poor Bachelor



With garbage a foot thick on the floor of his house, our bachelor decides to stay outside and entertain a new lady friend with his juggling act.



"Wow, she really likes me! Maybe she won't notice the garbage if I invite her inside."



"I really like you Bella, so I got you a pair of basketball shoes!"





Bachelors on a fixed budget can have a difficult time having fun. A basketball hoop in the back yard is a good investment, and if you can find a Playful friend, it's a cheap date, too.



"Excuse me, son, could you please move out of the fire so I can extinguish it?"

## Kids Are People, Too



Armed with a new gas stove and absolutely no cooking ability, this bachelor decides to flame-broil the kitchen.



Toy boxes are small and relatively inexpensive. If they are placed in the bedroom, your kids can sneak in a little Fun time before school.



Whew, the fireman is here to put out the fire. There's only one problem: he can't get into the house because our hero is standing in front of the stove, which happens to be next to the door. We understand that the bachelor's quarters



Children have fewer inhibitions, but they still don't like to use the bathroom in front of the Maid or their siblings.

are tight, but it's probably not a good idea to put the stove next to the front door. By the time the fireman makes his way to the back door, your bachelor could be toast.



## CHAPTER 8: A DAY IN THE LIFE



Skeeter and Matthew enjoy a little Social and Fun time playing with their railroad town.



Unlike the railroad, the pinball machine is a solo activity.



Unlike adults, who need toys for their playtime, kids can play with each other.



Left to their own devices, kids often stay up long past the time their parents hit the sack. In fact, even with Free Will activated, parents feel no responsibility for getting their children to bed early. So, if you forget to send the

kids to bed, get ready for some serious tantrums in the morning.

## Skillful Sims



An exercise machine is the obvious choice for improving a Sim's Body Skill, but if you can keep your Sims in the pool, they'll increase Body scores even faster, and boost Fun at the same time.



Sometimes it can be hard to get your Sims to slow down long enough for serious Skill enhancement, especially if it means sitting down to read. The solution is simple: Place two comfortable chairs close to the bookcase, and give each Sim different Skill assignments. Remember that you only need one Cooking expert and one Mechanical expert in the same house. Divide reading assignments appropriately to bring their Skills quickly up to speed.



You might be concerned about an adult male who stands for hours in front of a full-length mirror in his Speedo. However, it makes sense to place a mirror in the family room for easier access. This way, your Sims won't tie up

the bathroom practicing Charisma in the mirror over the sink.



Increasing the Creativity Skill through painting has an added bonus—the ability to sell your painting. But, don't get too excited; a bad painting fetches only \$1 on the open market.



With minimal Mechanical Skill, repairing this shower seems to take forever, and all the while, Mark's Comfort and Energy scores are dropping. Maybe a Repairman is worth the price until Mark earns a few more Mechanical points.

## As the Sim Turns: Part Two



As we return to our Sim soap, Mortimer has just returned from another night shift, and after a light snack, he decides to take an early morning swim, thinking that Mark and Bella are busy getting ready for work. After swimming a few

laps, he is ready to go to bed, but wait...where is the ladder?

"I can't get out of the pool!" says Mortimer, frantically. "I'll just tread water for a while until Mark or Bella come out. If I can just...keep...going...getting tired...so tired...."



Mark and Bella finally come outside, but it's too late. Poor Mortimer, exhausted and confused, has already dropped like a stone to the bottom of the pool.



After Mortimer's body is removed from the pool, a tombstone is erected on the spot where the ladder used to be. If Mortimer were still here, he would have appreciated the humor...maybe not.





## CHAPTER 8: A DAY IN THE LIFE



After getting over the initial shock, Mark and Bella grieve at the site where their "friend" died.



Then, they console each other further...with a dance?



"O.K., enough grieving," says Bella, as she tells Mark a real knee-slapper.



Thinking the time is right (and that they have carried on the charade long enough), Mark pulls Bella close for a kiss. But, much to Mark's surprise, Bella suddenly cools and pushes him away.

**What is this strange turn of events?**

**Did Bella entice Mark into helping her solve the "Mortimer" problem, only to leave him in the lurch?**

**Find the answers on the next episode of *As the Sim Turns*, on a computer near you!**



After some welcome comic relief, the two mourners console each other with a supportive hug. Right.

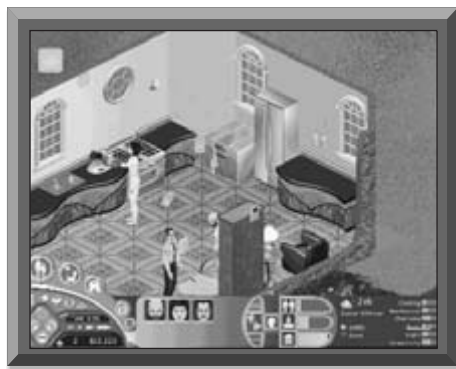


## Sims in the Kitchen

In the Motives chapter, we provided a basic explanation of how Sims satisfy their Hunger score. As you know by now, food is readily available in the refrigerator, 24 hours a Sim-day. The supply is endless, and you never have to go to the market. However, the difference between what is in the refrigerator and what a Sim actually eats lies in the preparation. The following screens take you through the various options available to a Sim chef, and the table at the end of this chapter explains how the different appliances and countertops modify the quality of each meal.



The snack, a \$5 bag of chips, is the lowest item on the Sim food chain. It's better than nothing when your Sim is racing around getting ready for the car pool, but it barely nudges the Hunger bar.



For a much more satisfying meal, direct the best chef in the house to Prepare a Meal. In this screen, Bella is getting ready to throw the raw ingredients into the food processor (a positive modifier, as noted in the table below). While one

Sim prepares breakfast, you can assign the other Sims to menial labor, such as mopping or picking up garbage.



After processing the food, Bella throws it in a pot and works her magic. Two more modifiers are at work here: Bella's Cooking Skill and the special features of the Pyrotorre Gas Range.



When the meal is finished, Bella places a stack of plates on the counter.



Thrilled that he doesn't have to eat his own tasteless slop, Mark grabs a plate from the counter.



## CHAPTER 8: A DAY IN THE LIFE



Another option for preparing multiple portions is to call out for a pizza. This is a good choice for a Sim who has a low Cooking Skill. Rather than using the stove and setting the kitchen on fire, a telephone call and

\$40 will buy a hot pie, delivered to the door in an hour.



The Sims love their pizza, and they can't wait to set it down and grab a slice. So, don't be surprised if your Sim plops the carton down on the first available counter—even in the bathroom—and starts grazing.



### How Appliances and Surfaces Affect Hunger Score

APPLIANCE/SURFACE	HUNGER POINTS ADDED TO MEAL
Dishwasher	5
Trash Compactor	5
Fridge (Llamark)	9
Toaster Oven	9 (plus Cooking Skill)
Fridge (Porcina)	12
Counter (Barcelona)	16
Counter (NuMica)	16
Counter (Tiled)	16
Fridge (Freeze Secret)	16
Microwave	16 (plus Cooking Skill)
Food Processor	32
Stove (Dialectric)	32 (plus 1.5 x Cooking Skill)
Stove (Pyrotorre)	48 (plus 1.5 x Cooking Skill)





# CHAPTER 9: SURVIVAL TIPS





# Introduction

The beauty of playing *The Sims* is that everyone's experience is different. When you take a serious approach to shaping your family, the game can mirror your own life. However, if you mismanage your Sims, they can sink into despair, waving their little arms in the air over failed relationships, poor career decisions, or even a bad mattress. You can always delete your family and start over. But then you would never get that warm, fuzzy feeling that comes from turning your pitiful Sims' world into Shangri La.

This chapter is devoted to the *Sims* player who wants to go the distance and fight the good fight. Because most Sim problems can be traced back to one or more deficient Motive scores, we have arranged the following tips into separate Motive sections. Although some of the information is covered in other chapters, this is meant to be a quick-reference guide for times of crisis. Simply turn to the appropriate Motive and save your Sim's life with one of our game-tested tips.

Of course, you can also take a more devious approach to satisfying or altering your Sim's needs. Our Cheats section gives you a bundle of unofficial commands to rock your Sim's world. We take no responsibility for the results. (In other words, don't come crying to us if you stick your Sim in a room with no doors and he or she drops dead!).



# Hunger

## Maximize Food Quality and Preparation Time

For the best food quality, upgrade *all* appliances and countertops. Anything short of the most expensive refrigerator, countertop, stove, etc., reduces the potential Hunger value of your meals. Preparing a meal quickly is all about kitchen design. Align your objects in the order of preparation, beginning with the refrigerator, followed by the food processor (figure 9-1), and then ending with the stove (figure 9-2).



Fig. 9-1. The food goes from the refrigerator directly to the food processor.



Fig. 9-2. Next stop is the stove, right next door.



Have an open countertop next to the stove on the other side so the food preparer can set the plates down (figure 9-3). Although it has nothing to do with preparation, position the kitchen table and chairs close to the stove so that your Sims can grab their food, sit down together, and boost their Social scores (figure 9-4).



Fig. 9-3. From the stove, the chef moves just a couple steps to the counter and sets down the plates.



Fig. 9-4. If your Sims are prompted to eat, they'll be ready to grab a plate as soon as it hits the counter, and with the table nearby, they can eat, chat, and make it to work on time.

Designate one Sim as your chef. Make sure that Sim

has easy access to a chair and bookcase, and then set aside time each day to Study Cooking. When the resident chef's Cooking Skill reaches 10, you have achieved the pinnacle of food preparation.

## Make Breakfast the Night Before

Sim food lasts for at least seven hours before the flies arrive and the food is officially inedible. If you have one Sim in the house who doesn't work, have him or her prepare breakfast for everyone at around midnight, as pictured in figure 9-5.



Fig. 9-5. After making dinner, our hard-working Sim can go to bed and sleep late in the morning.

After the food is on the counter, immediately send the Sim to bed. Most Sims should get up by 5, or the very latest, 6 a.m. to be on time for their morning jobs (the chef can sleep in). When everyone comes downstairs, breakfast (it's really dinner, but Sims don't care what you call it, as long as it doesn't have flies) will be on the counter (figure 9-6), fresh and ready to go. You'll save at least 20 Sim-minutes of morning prep time.



Fig. 9-6. It's only 5:30 a.m., but our Sim kid is already eating breakfast. After taking care of his Hygiene, he'll still have time for studying or boosting his Fun score before the school bus arrives.





## Comfort

### When You Gotta Go, Go in Style

A toilet is often overlooked as a source of Comfort. The basic Hygeia-O-Matic Toilet costs only \$300, but it provides zero Comfort. Spend the extra \$900 and buy the Flush Force 5 XLT (figure 9-7). Your Sims have to use the bathroom anyway, so they might as well enjoy the +4 Comfort rating every time they take a seat.



Fig. 9-7. You can live with a black-and-white TV for a while, but it doesn't make sense to do without the added comfort of the Flush Force.

### Rub Your Sim the Right Way

Giving another Sim a Back Rub is a great way to increase your chances of seeing Hug, and eventually Kiss on the social interaction menu. However, don't forget that it also raises the recipient's Comfort level. If your Sim's Comfort level is down, even after a long night's sleep, try a few Back Rubs. It will send your Sim to work in a better mood, which might be just enough to earn the next promotion.



Fig. 9-8. Our Sim is hungry, but he always has time to receive a nice Back Rub.

## Hygiene

### Your Mother Was Right

One of the biggest contributors to declining Hygiene is the lack of hand washing after using the bathroom (in the Sims and in real life). If your Sim does not have a Neat personality, you may need to initiate this action. If you keep it up throughout the day, your Sim will be in better shape in the morning, when a shorter shower can be the difference between making the car pool or missing a day of work.



Fig. 9-9. This Sim has an average Neat rating, which means she won't always wash her hands after using the bathroom. A few gentle reminders are in order.

## Flush Your Troubles Away

Sad but true, sloppy Sims don't flush (figure 9-10). It's easy to overlook this nasty habit during a busy day, but it could lead to trouble. A clogged toilet may not affect Hygiene directly, but if your Sim is forced to pee on the floor because the toilet is not working, the Hygiene score drops dramatically.



Fig. 9-10. Second time tonight for this soldier, and we're still waiting for the first flush.

## Bladder

Sorry, there's no magic formula for relieving a full Bladder. However, to guard against emergencies and the resulting puddles on the floor, try building two semi-private stalls in your bathroom. This allows two Sims to use the facilities without infringing on each other's privacy, as pictured in figure 9-11.



Fig. 9-11. Dual stalls improve the traffic flow (and other flows) in the bathroom.

## Energy

### Getting Enough Sleep with Baby

Nothing drains a Sim's Energy bar faster than having a baby in the house (figure 9-12). If you want to survive the three-day baby period without everyone losing their jobs, you must sleep when the baby sleeps. Most likely, this will be in the middle of the day, because Sim babies, like their real counterparts, couldn't care less about their parents' sleep schedules. The baby will not sleep for a full eight hours; however, if you get five or six hours of sleep with the baby, you'll have enough Energy to carry out other important household tasks.



Fig. 9-12. This Sim mom is at the end of her rope, and the baby is just getting warmed up.

### Kids Make Great Babysitters

It does nothing for their Fun or Social levels, but Sim kids will dutifully care for their baby siblings. When they come home from school, feed them, allow a short play period, and then lock them in the room with the baby (if you're feeling particularly sadistic, you can go into Build mode and wall them in). They usually respond on their own, but you can always direct them to the crib, as pictured in figure 9-13, (unless they are too exhausted and need sleep). Take advantage of this time by sending the regular caregiver to bed for some much-needed sleep.



Fig. 9-13. Big brother makes a great nanny.

## Fun

### Finding the Right Activity for Your Sim

Unless your Sims live in a monastery, you should have plenty of Fun objects in your house. The trick is matching the right kind of activity with a Sim's personality. In the frenzy of daily schedules and maintaining Relationships, it's easy to lose touch with your Sim's personality traits. Visit the Personality menu often (click on the "head" icon) to review the five traits. Make sure you have at least one of the following objects readily available to your Sim (the bedroom is a good spot).

## NOTE

*A Sim should have at least six points (bars) in one of the following traits to maximize the recommended activity. Of course, an even higher number produces faster Fun rewards. To qualify for the opposite trait (e.g., Active/Lazy, Playful/Serious) a Sim should have no more than three points in the trait).*

### Favorite Fun Activities

TRAIT	BEST ACTIVITIES
Neat	N/A
Outgoing	TV (Romance), Hot Tub, Pool (if Playful is also high)
Active	Basketball, Stereo (dance), Pool, TV (Action)
Lazy	TV (as long as it's on, they're happy!), Computer, Book
Playful	Any fun object, including Computer, Dollhouse, Train Set, VR Glasses, Pinball, etc. If also Active, shift to Basketball, Dance, and Pool.
Serious	Chess, Newspaper, Book, Paintings (just let them stare)
Nice	Usually up for anything
Mean	TV (Horror)

### When in Doubt, Entertain Someone

If your Sim does not have access to a Fun activity, simply Entertain someone for an instant Fun (and Social) boost, as pictured in figure 9-14. You can usually repeat this activity several times, and it doesn't take much time (great for kids on busy school mornings).



Fig. 9-14. When a good toy is not around, Sim kids love to Entertain each other.

## Social

Satisfying Social requirements can be very frustrating, especially when Sims are on different work or sleep schedules. Socializing is a group effort, so plan small parties on a regular basis. Keep a notepad with all of your Sims' work schedules, so you know whom to invite at any time of the day.

- **It's O.K. to ask your guests to leave. After you shmooze a little and boost your Relationship score, send the Sim packing, and call up a different one. Use this round-robin approach to maintain all of your friendships.**
- **Don't let Mean Sims abuse you. This can be tough to control if you're not paying attention. When you're socializing with a Mean Sim, keep an eye on the activity queue in the screen's upper-left corner. If that Sim's head pops up (without you initiating it), it probably says "Be Teased by....," or "Be Insulted by...." Simply click on the icon to cancel the negative event and maintain your Relationship score. Once you diffuse the threat, engage the Sim in simple talking, or move your Sim into a group activity (pool table, hot tub, pool, etc.)**
- **Unless you like being the bad guy, don't advertise your advances toward one Sim if you already have a Relationship with another. Sims are extremely jealous, but you can still maintain multiple love relationships as long as you don't flaunt them in public.**

## Room

A Room score crisis is easy to remedy. If you have the money, simply add more lights and paintings. Also check the quality of objects in the room, and upgrade whenever possible. If your room is jammed with expensive objects, lights, and paintings and your Room score is still low, there must be a mess somewhere. A normally maxed out Room score can slip with so much as a puddle on the floor (as pictured in figure 9-15). Clean up the mess to restore the Room score to its normal level.



Fig. 9-15. It looks like someone fell short of the toilet. A mop will take care of the mess and raise the Room score.

Scan your house on a regular basis for the following negative Room factors:

- **Dead plants**
- **Cheap objects (especially furniture)**
- **Puddles (they can also indicate a bad appliance; when in doubt, click on the item to see if Repair comes up as an option)**
- **Dark areas**
- **If you have the money, replace items taken by the Repo guy.**



## Cheats

Activate the cheat command line at any time during a game by pressing **[Ctrl] + [Shift] + [C]**. An input box appears in the screen's upper left corner. Type in one of the codes listed below. You must re-activate the command line after each cheat is entered. The following cheats work only with Version 1.1 or later of *The Sims*.

### Cheats

DESCRIPTION	CODE INPUT
1,000 Simoleans	rosebud
Import and load specific FAM file	import <FAM file>
Create moat or streams	water_tool
Create-a-character mode	edit_char
Display personality and interests	interests
Draw all animation disabled	draw_all_frames off
Draw all animation enabled	draw_all_frames on
Execute "file.cht" file as a list of cheats	cht <filename>
Floorable grid disabled	draw_floorable off
Floorable grid enabled	draw_floorable on
Map editor disabled	map_edit off
Map editor enabled	map_edit on
Move any object (on)	move_objects on
Move any object (off)	move_objects off
Preview animations disabled	preview_anims off
Preview animations enabled	preview_anims on
Quit game	quit
Rotate camera	rotation <0-3>
Save currently loaded house	save
Save family history file	history
Selected person's path displayed	draw_routes on

DESCRIPTION	CODE INPUT
Selected person's path hidden	draw_routes off
Set event logging mask	log_mask
Set free thinking level	autonomy <1-100>
Set game speed	sim_speed <-1000-1000>
Set grass change value	edit_grass <number>:
Set grass growth	grow_grass <0-150>
Set maximum milliseconds to allow simulator	sim_limit <milliseconds>
Set sim speed	sim_speed <-1000-1000>
Sets the neighborhood directory to the path	<directory path>
Start sim logging	sim_log begin
End sim logging	sim_log end
Swap the two house files and updates families	swap_houses <house number> <house number>
Ticks disabled	sweep off
Ticks enabled	sweep on
Tile information displayed	tile_info on
Tile information hidden	tile_info off
Toggle camera mode	cam_mode
Toggle music	music
Toggle sound log window	sound_log
Toggle sounds	sound
Toggle web page creation	html
Total reload of people skeletons, animations, suits, and skins	reload_people
Trigger sound event	soundevent

# CHAPTER 10: EXTENDING YOUR WORLD







### Introduction

Not that Maxis didn't pack *The Sims* with enough to do for months on end, but you can find additional tools, downloads, and links at the official website: <http://www.TheSims.com>. For the Sim hacker, the sky's the limit, thanks to an open game system that allows users to create and edit music and graphics files. The following sections give you a sneak peak at the free goodies awaiting you at the official *Sims* website.

### Downloads

#### Art Studio!



Fig. 10-1. Click on the waving Sim for online help while using the program. Read the help windows, because the audio is in Sim-Speak.

This neat paint program lets you create original works of art for your Sims to buy, admire, and even sell. Your first step is to select a picture type (figure 10-2), which determines the size and style of painting.



Fig. 10-2. You can choose various sizes and designs for your picture, including a heart shape.

Next, you have the option to import any graphics file, regardless of size, as pictured in figure 10-3.



Fig. 10-3. We imported one of our favorite baseball pictures, then resized it to fit the painting window.

After selecting and sizing your picture, choose the texture and color of your frame, as pictured in figure 10-4.



Fig. 10-4. We opted for a rich walnut frame.

In the Catalog Info screen pictured here, set the price and enter a description of your new painting. Finally, save the painting. Choose a directory or use the default *UserObjects* subdirectory.



Fig. 10-5. After describing your painting and setting a price, save it to use in your game.

## Sims File Cop



With all the files flying back and forth in the *Sims* community, you may inadvertently create or accept files that cause problems during a game session. The Sims File Cop examines your game directory for any damaged or risky files.

## FaceLift

After playing *The Sims* for hours, you'll be ready for a few new faces in your neighborhood. After you register (no charge) at *The Sims* site, you can download FaceLift, a program that lets you create your own heads. You begin with a collection of nine randomly created heads, as pictured in figure 10-7. This is your starting point. If you don't see anything you like, click the Reset Faces button to create another set of nine.



Fig. 10-7. Begin by choosing a head.

Use a combination of the Blend and Deform buttons, along with the Mutation Rate slider bar, to create variations of the face. Change the head and hair together, or work separately on each area. The changes are not seen immediately, but when you go back to the main screen, you can review the altered face.



Fig. 10-8. The fine-tuning screen lets you change the size and shape of the nose, eyes, mouth, and jaw.



## CHAPTER 10: EXTENDING YOUR WORLD

### HomeCrafter



Fig. 10-9. HomeCrafter lets you view your creation in a Sims home setting.

This utility lets you design custom wallpapers and floors for your Sim houses. You create the patterns in any paint program, then use HomeCrafter to design the final product. If this sounds like too much work, check out one of the many *Sims* websites, such as <http://www.thesimsresource.com>, for thousands of user-created wallpapers (figure 10-10), floors (figure 10-11), and other items.



Fig. 10-10. Scroll through thousands of wallpaper designs and download your favorites.



Fig. 10-11. More than 2,300 floors and counting!

### SimShow



Fig. 10-12. SimShow lets you check out your skins before importing them into the game.

If you've always wanted to create yourself or your favorite celebrity to use in *The Sims*, the SimShow utility is a must-have. After creating or editing a skin using any paint program, SimShow lets you view a Sim skin from various angles. You can alter the skin using your libraries of bodies, heads, body textures, and head textures, then apply various game animations to see your creation in action. The utility also comes with a skin library, and of course, you can supplement it from the thousands of skins available at *TheSims.com* or several other *Sims* websites.





# INDEX





## A

Active personality trait, 11–12, 13, 139

activities

- Fun, 18–19, 139

- visitor, 118–119

adult interactions. *See also* Relationships;  
Social interactions

- with children, 19–20

- and Fun motive, 18

- with other adults, 20–21

African violet, 91

AI, 15

alarm clock, 46, 107

appliances

- buying guide, 99–102

- impact on Hunger score, 133

- upgrading, 135

aquarium, 24, 93

armoire, 109, 110

Art Studio!, 143–144

artificial intelligence, 15

artwork

- buying, 93–95

- creating, 143–144

*As the Sim Turns*, 121–125, 130–131

ash, 24

athlete. *See* Pro Athlete career track

## B

babies. *See also* children

- conceiving, 114–115

- dealing with crying, 115

- rewards associated with, 24

- sharing responsibility for, 114

- and sleep, 138

babysitter, 138–139

bachelor

- career choices for, 112

- day in the life of, 127–128

- designing/furnishing house for, 112–113

- marriage considerations, 113–114

bachelor pad, 112–113

Back Rub interaction, 119, 137

balustrade, 66

bar, beverage, 24, 109

barbecue, 100

basketball hoop, 24, 109

bassinet, 115

bathroom

- countertops, 88

- design considerations, 64, 138

- plumbing objects, 102–104

bathtub, 30, 103–104

beds

- for bachelor pad, 112

- buying guide, 87

- and Comfort motive, 75

- and Energy motive, 87

- rewards associated with, 24, 74

- sharing with other Sims, 113

bedtime, 136

benchpress exercise machine, 109

beverage bar, 24, 109

Bladder motive

- description of, 17–18

- survival tips, 138

- and toilet, 75

Body skill, 13, 40, 129

bookcase, 25, 108, 109, 110



boom box, 97

Brag interaction, 119

breakfast, 46, 136

Bribe decision, Life of Crime career track, 47

Build Mode, 64, 71

burglar alarm, 95

bushes, 71

Business career track, 39, 47

Buy Mode, 74, 82

buyer's remorse period, 76

buying guide, 82–110

- appliances, 99–102

- beds, 87

- chairs, 82–84

- couches, 84–86

- countertops, 88

- decorative objects, 91–95

- desks/tables, 90–91

- electronics, 95–99

- end tables, 89–90

- lighting, 104–106

- miscellaneous items, 107–110

- plumbing, 102–104

## C

cactus, 92

candy box, 16

car pool

- and house-design considerations, 64

- meeting deadline for, 46

- vehicles used for, 41–45

career advancement. *See also* job

- developing skills for, 39–40, 49

- and friends/family, 47, 49

- and Relationships, 32

Career Choices table, 39

career tracks

- major decisions associated with, 47–48

- pictorial diaries, 49–62

- requirements, 39, 41–45

- salaries, 41–45

- work hours, 41–45

carpeting, 69

cash, raising, 76

chairs

- buying guide, 82–84

- and Comfort motive, 75

- rewards associated with, 25

- tips for placing, 82

- types of, 82

characters. *See* Sim characters

Charisma skill, 13, 40

cheats, 135, 141

chess, 25, 109

Chester Brick Column, 66

children. *See also* babies

- adding to Sim family, 114–115

- as babysitters, 138–139

- day in the life of, 128–129

- and Fun motive, 18

- and interactions with adults, 19–20

clapping, 76

clock, 25, 46, 94, 107

Clown painting, 92

coffeemaker, 25, 99





- columns, interior/exterior, 66
- Comfort motive, 16–17, 75, 137
- communication
  - and friendship, 32, 116
  - impact on Relationship and Social scores, 33–34
  - positive vs. negative, 33–34
- Compatibility Table, Sims Zodiac, 9
- Compliment interaction, 119
- computer
  - buying guide, 98
  - getting free use of, 38, 112
  - and house-design considerations, 64
  - as job-finding tool, 38, 98, 112
  - rewards associated with, 26
- Control Panel
  - displaying Skill bars on, 39
  - green/red color coding, 15
  - and Motive scores, 15
  - Walls Cutaway option, 70
  - Walls Down option, 70
- conversation
  - assignment of topics for, 32
  - and friendship, 32, 116
  - impact on Relationship and Social scores, 33–34
  - initiating, 116
- cooking appliances
  - buying guide, 99–101
  - impact on Hunger score, 133
  - upgrading, 135
- Cooking skill, 40
- corners
  - angled vs. square, 66
  - and Room motive, 22
- couches, 84–86

- countertops
  - buying guide, 88
  - impact on Hunger score, 133
  - upgrading, 135
- Creativity skill, 13
- Crime career track
  - major decision, 47
  - on-the-job pictorial diary, 52–55
  - skills/personality traits required for, 39
- crises, dealing with, 135
- crying babies, 115

## D

- Daily Motive Decay value, 40–45
- Dance interaction, 119
- dancing, 97, 117
- Day in the Life examples, 121–133
  - Kids are People, Too, 128–129
  - Life with the Pleasants, 125–127
  - Pity the Poor Bachelor, 127–128
  - As the Sim Turns*, 121–125, 130–131
  - Sims in the Kitchen, 132–133
  - Skillful Sims, 129–130
- day off, 47
- decisions, career, 47–48
- decorative objects
  - buying guide, 91–95
  - impact on Room score, 91, 140
  - upgrading, 140
- Deep Freeze decision, Xtreme career track, 48
- Delete key, 72
- depreciation, 76–81
- depression, 116
- dining-room furniture, 83, 90–91



dishwasher, 101, 133  
diving board, 28  
dollhouse, 26, 108  
Door Tool, 67  
Door Types table, 67  
downloads, 143–145  
dream house, 64. *See also* house  
dresser, 108  
drink dispenser. *See* beverage bar

## E

easel, 26, 108  
eating, 16, 88, 132–133. *See also* food;  
Hunger motive  
editing tools, 71–72  
Efficiency rating, 82  
El Sol Window, 68  
electronics  
    buying guide, 95–99  
    learning to repair, 95  
end tables, 89–90  
Endless Fun activities, 19  
Energy motive  
    and beds, 75, 87  
    description of, 18  
    survival tips, 138  
Entertain interaction, 119, 139  
Entertainment career track  
    major decision, 47  
    on-the-job pictorial diary, 60–62  
    skills/personality traits required for, 39  
espresso machine, 25, 99  
exercise machine, 109  
exit factors, Motive, 17

Experiment decision, Science career track, 48  
Extended Fun activities, 18–19

## F

FaceLift, 144  
families  
    and career advancement, 47, 49  
    day in the life of, 121–133  
    deleting and starting over, 135  
    married, with children, 114–115  
    single-person, 112–114  
Federal Lattice Window Door, 67  
fence, 65  
Fence Tools, 65–66  
Fight interaction, 119  
File Cop, Sims, 144  
fireplace, 71  
Fireplace Tool, 71  
flamingo, 26, 91  
Flirt interaction, 119  
flood, 26  
floor covering, 69  
floor lamp, 105–106  
floor mirror, 108  
floor plan, house, 64  
Floor Tool, 68–69  
flooring  
    cost considerations, 68  
    creating custom, 145  
    inside vs. outside, 68  
    laying or removing, 68  
    types of, 69  
flowers, 26, 27, 71



## food

- appliances for preparing, 99–102
- availability of, 132
- and Hunger motive, 16
- maximizing quality and preparation time, 135–136
- rewards associated with, 26
- food processor, 75, 100, 101, 133, 135
- fountain, 27, 93
- Free Will, 15, 24
- fridge. *See* refrigerator
- friendship. *See also* Relationships
  - and career advancement, 47, 49, 116, 117
  - role of conversation in cultivating, 32, 116
- fruitcake, 16
- Full Meal, 16
- Fun activities, 18–19, 139
- Fun motive
  - description of, 18–19
  - items required for, 75
  - survival tips, 139
- Fun score, 13
- Funinator, 110
- furniture. *See also* specific types
  - buying guide, 82–91
  - and Comfort motive, 16–17
  - upgrading, 140

## G

- game control panel. *See* Control Panel
- game directory, examining for damaged files, 144
- garden lamp, 106
- Gardener, 71
- geranium, 92
- gift, rewards associated with, 27

- Give Gift interaction, 119
- grandfather clock, 25, 94
- green/red color coding, Control Panel's, 15
- grill, 100
- Grouchy personality trait, 13
- group activities. *See* Social interactions; Social motive
- Group Meal, 16
- guests, 117. *See also* visitors
- Gung Ho decision, Military career track, 48

## H

- Hand Tool, 72, 115
- head icon, 139
- heads, creating your own, 144
- hedges, 71
- high-tech gadgets, 95
- home-building. *See* house
- HomeCrafter, 145
- horoscope, 9
- hot tub
  - buying guide, 104
  - and Fun motive, 19
  - rewards associated with, 27
- hours, work, 41–45
- house
  - adding/deleting walls in, 66
  - adding second story to, 69–70
  - choosing windows/doors for, 67–68
  - design considerations, 64, 70, 112–113
  - financial considerations, 64, 66, 67, 68, 69
  - framing, 65
  - furnishing, 74, 82 (*See also* buying guide)
  - landscaping, 71, 75



laying flooring in, 68–69

modifying terrain for, 65

roofing options, 70

tools for building, 65–72

Hug interaction, 114, 117, 119, 137

Hunger motive

description of, 16

items required for, 75

survival tips, 135–136

Hygiene motive

description of, 17

items required for, 75

survival tips, 137–138

## I

interactions. See Social interactions

Internet sites. See websites

Ionic Column, 66

## J

jade plant, 93

jealousy, 140

job. See *also* career advancement; career tracks

developing skills for, 39–40

ensuring good performance on, 46–47

getting your first, 38

salary considerations, 38

taking day off from, 47

using computer to find, 38, 98

Job icon, 32, 39

job postings, 38

Joke interaction, 119



## K

kids. See babies; children

Kiss interaction, 114, 119, 137

kitchen

aligning objects in, 135–136

appliances, 99–102, 133, 135

countertops, 88

design considerations, 64

preparing food in, 132–133, 135–136

sinks, 102

## L

lamps

buying guide, 104–106

outdoor, 106

repairing, 104

replacing bulbs in, 104

and Room score, 75, 104, 140

landscaping, 71, 75

lava lamp, 27

Law Enforcement career track

major decision, 47

skills/personality traits required for, 39

starting salary for, 38

lawn ornament, 26, 91

Lazy personality trait, 139

levels, career track

advancing through first three, 47

requirements for specific, 41–45

libraries, download, 143, 145

Life of Crime career track

major decision, 47

on-the-job pictorial diary, 52–55

skills/personality traits required for, 39



light

and Room motive, 22, 75, 104

and Window Tool, 67

light bulbs, replacing, 104

lighting, buying guide for, 104–106

Logic skill, 40

loveseats, 28, 84–86

## M

mailbox, 27

major decisions, career track, 47–48

Malpractice decision, Medicine career track, 48

Maple Door Frame, 67

marriage, 113–114, 116

material possessions. *See* objects

Maxis website, 143

meals, 16, 132–133. *See also* food; Hunger motive

Mean personality trait, 139, 140

Mechanical skill, 40, 96

medicine cabinet, 27, 107

Medicine career track, 39, 48

microwave, 100, 133

Military career track

and friends, 117

major decision, 48

on-the-job pictorial diary, 58–60

skills/personality traits required for, 39

starting salary for, 38

mirrors, 107, 108

money, 74, 76

Monticello Balustrade, 66

Monticello Door, 67

Monticello Window, 67, 68

Mood icon, 74

Mood Rating, 15

Motive scores, 15

Motives, 15–30

defined, 15

descriptions of specific, 16–23

deterioration of, 40

exit factors for specific, 17

and Free Will, 15, 24

and Mood Rating, 15

and object advertising values, 24–30

and personality traits, 16

visitors' starting and leaving, 118

MP3 files, 97

music, 97

musical equipment. *See* stereo

## N

napping, 117

Neat personality trait, 9–10, 137, 139

Need bars, 74

Needs, 74–75. *See also* Motives

net worth, 76

newspaper, 27

Nice personality trait, 13, 139

nightstands, 90

## O

Object Advertising Values table, 24–30

Object Depreciation table, 77–81

objects. *See also* specific objects

buying guides, 82–110

depreciated values and limits, 77–81

purchase prices for, 77–81

red X designation, 76



returning for full refund, 76  
rewards associated with specific, 24–30  
selling, 76  
Sims' responses to new, 75–76  
upgrading, 140  
objets d'art. See decorative objects  
One-Time Fun activities, 19  
outdoor lighting, 106  
Outgoing personality trait, 10–11, 13, 139

## P

paint program, 143–144, 145  
paintings, 27, 92, 93, 95  
parties. See Entertain interaction  
Perfect Crime decision, Life of Crime career track, 47  
personality traits. See *also* specific traits  
    and AI, 15  
    and career tracks, 39  
    and Fun scores, 13  
    and Motives, 16  
    and Skill development, 13  
    strategies for assigning, 9  
    what to expect from specific, 9–13  
phones, 27, 75, 96  
physical contact, 35–36  
piano, 27, 110  
Picket Fence, 66  
pinball machine, 28, 99  
pink flamingo, 26, 91  
pizza, 16  
Plant Tool, 71

plants  
    buying guide, 91–93  
    eliminating dead, 140  
Plate Glass Window, 68  
play structure, 28  
Playful personality trait, 12, 13, 139  
Pleasant family, day in the life of, 125–127  
plumbing objects, buying guide for, 102–104  
points, 15, 32. See *also* table illustrations  
Politics career track  
    major decision, 48  
    on-the-job pictorial diary, 49–52  
    skills/personality traits required for, 39  
pool, swimming, 19, 28, 70  
pool table, 110  
Prison, Sim City, 47  
Privacy Fence, 66  
Privacy Window, 68  
Pro Athlete career track  
    major decision, 48  
    skills/personality traits required for, 39  
promotions, 47. See *also* career advancement  
proposal, marriage, 113, 116  
puddles, 140  
purchase prices, object, 77–81

## Q

Quick Meal, and Hunger Motive points, 16

## R

range, 100  
recliner, 84  
red/green color coding, Control Panel's, 15  
red X, 76





## refrigerator

- for bachelor pad, 113
- buying guide, 101–102
- and Hunger motive, 75
- importance of, 100
- rewards associated with, 27

## refund, returning objects for full, 76

## Relationship score

- and communication, 33–34
- interpreting, 32
- and physical contact, 35–36
- and Social interactions, 32–36

## Relationships

- building and maintaining, 116–119
- and career advancement, 32
- and communication, 32–34
- flaunting, 140
- importance of, 32
- and physical contact, 35–36
- and quality of life, 32

## Relationships icon, 32

## Remake decision, Entertainment career track, 47

## repairs

- lamp, 104
- and Mechanical skill, 96
- and Room motive, 22
- TV and electronics, 95, 96

## romance, 113

## Roof Tool, 70

## roofing, 70

## Room motive

- factors contributing to, 22–23, 75
- relative importance of, 22
- survival tips, 140

## Room score

- and decorative objects, 91, 140
- and fireplace, 71
- impact of door type on, 67
- impact of expensive items on, 74

## Room Score table, 22–23

## rubber tree plant, 92

# S

## salaries, 41–45

## Scandal decision, Politics career track, 48

## Science career track

- major decision, 48
- on-the-job pictorial diary, 55–58
- skills/personality traits required for, 39

## sconces, 106

## scoring system, 15, 32. *See also* table illustrations

## sculptures, 28, 94, 95

## seating, buying guide for, 82–86

## security system, 95

## Serious personality trait, 13, 139

## shelves. *See* bookcase

## shovel icon, 65

## shower, 28, 75, 103

## shrubs, 71

## shrugging, 76

## Sim characters

- creating from scratch, 9
- day in the life of, 121–133
- factors that motivate, 15–19
- and Free Will, 15, 24
- personality traits, 9–13, 15
- social interactions between, 19–21, 32

## Sim City Prison, 47

- Sim-Speak, 32
- Simoleans, 74
  - Sims, The*
  - buying guide, 82–110
  - contrasted with other computer games, 6
  - popularity of, 15
  - websites, 143, 145
- Sims File Cop, 144
- Sims Resource website, The, 145
- SimShow, 145
- Single-Pane Window, 68
- single-person household, 112–114
- sink, 28, 75, 102
- Skill development
  - and career advancement, 39–40
  - day-in-the-life example, 129–130
  - impact of personality traits on, 13
- Skill Enhancement table, 40
- skins
  - creating and editing, 145
  - libraries of, 145
- sleep. *See also* beds
  - and babies, 114, 115, 138
  - and Energy motive, 18, 138
  - and job performance, 46
- Sloppy personality trait, 17
- smoke detector, 95
- snacks, 16
- Social interactions
  - descriptions of specific, 119
  - factors affecting outcome of, 20–21
  - and Outgoing personality trait, 10
  - positive vs. negative, 32–36
  - and Relationship score, 32–36
  - and Social score, 32–36
- Social motive
  - description of, 19–21
  - items required for, 75
  - survival tips, 140
- Social Outcome Factors table, 21
- Social score
  - and communications, 33–34
  - and Outgoing personality trait, 11
  - and physical contact, 35–36
- sofa, 28, 84–86
- sound system. *See* stereo
- spider plant, 92
- Stair Tool, 69–70
- staircase, 69, 70
- stay-at-home mate, advantages of, 47
- stereo, 28–29, 97
- Stock Option decision, Business career track, 47
- stove, 75, 100, 113, 133
- Supermatch decision, Pro Athlete career track, 48
- surfaces
  - buying guide, 88–91
  - impact on Hunger score, 133
- survival tips, 135–140
  - Bladder, 138
  - Comfort, 137
  - Energy, 138
  - Fun, 139
  - Hunger, 135–136
  - Hygiene, 137–138
  - Room, 140
  - Social, 140
- swimming pool, 19, 70



# T

## table illustrations

- Adult-Child Interactions, 20
- Career Choices, 39
- Career Track Requirements, 41–45
- Door Types, 67
- Favorite Fun Activities, 139
- How Appliances and Surfaces Affect Hunger Score, 133
- Hunger Score for Meal, Snack, or Gift, 16
- Mandatory Exit Factors for Motives, 17
- Negative Communications and Relationship/Social Scores, 34
- Negative Physical Events and Relationship/Social Scores, 36
- Object Advertising Values, 24–30
- Object Depreciation, 77–81
- Positive Communications and Relationship/Social Scores, 33
- Positive Physical Events and Relationship/Social Scores, 35
- Room Score, 22–23
- Sims Zodiac Compatibility Table, 9
- Skill Enhancement, 40
- Skills Accelerated by Personality, 13
- Social Outcome Factors, 21
- Traits that Raise Max Fun Value, 13
- Visitor Activities, 118–119
- Visitors' Starting/Leaving Motives, 118
- Wall Types, 66
- Window Types, 68

table lamps, 104–105

tables, 89–91. *See also* table illustrations

Talk interaction, 119. *See also* conversation

Tease interaction, 119

telephone, 27, 75, 96

television. *See* TV

Terrain Tool, 65

Tickle interaction, 119

Timed Fun activities, 19

tips. *See also* survival tips

- adding or removing flooring, 68
- building dream house, 64
- deleting wall, 66
- displaying Skill bars on control panel, 39
- entertaining guests, 117
- getting free use of computer, 38
- influencing Need bar and Room score, 74
- interpreting changes in Motive scores, 15
- learning to repair electronic items, 95
- matching window and door styles, 67
- meeting car-pool deadline, 46
- monitoring Bladder bar, 17
- moving or building around tree, 66
- placing chairs, 82
- returning objects for full refund, 76
- sharing responsibility for babies, 114
- using columns inside house, 66
- using Terrain Tool and grid lines, 65

toaster oven, 100, 133

toilet

- and Bladder motive, 75
- buying guide, 103
- and Comfort motive, 137
- flushing, 138
- rewards associated with, 29

tombstone, 29

tools, home-building, 65–72

toy box, 29, 107



Tragic Clown painting, 92  
train set, 30  
trash can, 30, 107  
trash compactor  
    buying guide, 101  
    impact on Hunger score, 133  
    rewards associated with, 30  
    and Room score, 101  
trash pile, 30  
trees, 66, 71  
Tumbleweed Wooden Column, 66  
TV  
    buying guide, 96–97  
    and Fun motive, 75  
    impact on Social score, 74  
    repairing, 96  
    rewards associated with, 30

## U

undo button, 71–72  
urn, 29  
utility programs, 145

## V

vase, 94  
Virtual Reality glasses, 30, 99  
visitors  
    activities of, 118–119  
    sending home, 140  
    starting and leaving Motives, 118  
    taking care of, 117  
VR glasses, 30, 99

## W

wall coverings  
    cost considerations, 69  
    creating custom, 145  
    sources of, 145  
    types of, 69  
wall lamps, 106  
wall mirrors, 107  
Wall Tools, 65–66  
Wall Types table, 66  
Wallpaper Tool, 69  
walls  
    adding/deleting in houses, 66  
Walls Cutaway option, 70  
Walls Down option, 70  
Walnut Door, 67  
Water Tool, 70  
watercolors, 92  
websites, *Sims*, 143, 145  
White Picket Fence, 66  
Window Tool, 67–68  
windows, 68, 75  
Windsor Door, 67  
Windsor Window, 68  
work. See career tracks; job  
work hours, 41–45  
Wulfy's Sim Shop website, 160

## X

X, red, 76  
Xtreme career track, 39, 48

## Z

Zodiac Compatibility Table, 9  
Zorba Ionic Column, 66